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NINTENDO POWER

July/August 1990

U.S.\$3.99 Canada\$4.95

Disney's Chip 'N Dale

RESCUE RANGERS



Don't Miss!

Golgo 13:

The Mafat Conspiracy

Plus Previews

Mission Impossible

Castlevania III

Bonus Contest!

Final Fantasy

Treasure Quest Part II



Nintendo

THE SOURCE FOR NES PLAYERS STRAIGHT FROM THE PROS

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POWER METER RATING SYSTEM:

Power Meter Rating System: To further help you decide which games are just right for you, we offer the Power Meter Rating System. Every new game introduced for the NES is rated on four different characteristics: Graphics & Sound, Challenge, Play Control and Theme & Fun. Judge the games yourself by rating each on a scale of 1 to 5 on the righthand side of the meter.



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MAIL BOX

CHAMPIONSHIP COMMENTS

I must commend you on a spectacular show. I mean of course the NWC. My favorite part was the Competition Arena. It was impressive. The competition was tough! When the adrenaline starts pumping you really get into it! I made it to the semi finals and it was great! My friend, Gary Batman, was one of the finalists. The Power Walk displayed excellent games. My favorites were SMB 3 and Ninja Gaiden II. To play SMB 3 you had to wait in a long line! The Game Boy games were neat too. It makes me want to get one. I saw Ben Smith there and I got Howard Phillips' autograph.

Ben Clemmer
Fort Worth, TX

We're glad you had a good time at the Nintendo PowerFest 1990, Ben. All you other readers who attended the event, let us know what you thought!

FROM SHARP MINDS...

I am 9 years old and I just competed in a school program called Invent America. This program asks students from across the United States to make an invention that can solve a problem. My problem was one that a lot of my friends had also: the Nintendo controllers always stayed on the floor and often the cords got tangled up. My mother was always

calling me back to put them up whenever I left them on the floor, which was most of the time.

I invented an Automatic Control Winder for the Invent America program. Many students and their mothers saw it and said that they really needed one. This invention is made of a box that the Nintendo Entertainment System Control Deck sits on. It has space for two controller cords to wind up inside. You push a button and the control cords wind up out of the way. It works like a retractable cord to a vacuum cleaner does. The Automatic Control Winder also has room to store Game Paks.

Eric Rackley
Valdosta, GA



Well Eric, your idea looks good on paper (or whatever your model is made of...) Although there aren't any products quite like it in the works, we here at Nintendo have also given some thought to the problem of tangled cords. Our solution—the NES Satellite, our infra-red remote controller that not only eliminates cord tangle, but lets four people play simultaneously!

FUN IN THE SUN

Both of my children are Nintendo fans and spend hours indoors perfecting their games. As residents

of Federal Way, Washington, we get about 56 sunny days a year, and as a mom I feel obligated to shoo them outside on those rare days when the sun shines. Thank goodness for Game Boy! Now I can prop them against the deck railing outdoors in the sun, and they never have to miss a beat!

P.A. Dahl
Federal Way, WA

Although Game Boy is great for outdoor play, we do not recommend exposing the screen to direct sunlight for prolonged periods of time. The sun sounds like it's great for your kids though, but be sure to turn them over every so often so they tan evenly as they're propped against the railing.

NES SANITY-SAVER

I am writing to express the pure enjoyment I've received from your Nintendo Entertainment System this year.

While we were vacationing in the U.S., our home was destroyed by the rampaging Hurricane Hugo. We returned to St. Croix, U.S.V.I., 13 days after Hugo struck to find very little left of our home. We had lost virtually everything.

Weeks later, when we found a temporary apartment with an electrical generator, I plugged the NES in. To my delight, Mario and Luigi appeared on the screen. With no television service, our Nintendo games were our only source of entertainment for months after Hugo.

Thank you for bringing a ray of sunshine to the bleakest time of



our lives. The NES saved our beleaguered sanity. I am enclosing pictures of our house and my child-like delight at discovering that my NES worked.

John H. McGrath Jr.
Worcester, MA



Thanks for sharing your experience with us, John. We're glad that both you and your NES survived the disaster of Hurricane Hugo, and wish you the best of luck in the future.

In a future letter column, we'd like to feature letters on your worst "Nintendo Nightmares." We're not talking about real disasters like the one John McGrath went through, but events like the time the batteries failed in your Game Boy when you were about to get 25 lines in Tetris Game B, 9 Heart level, or when your kid sister turned off the power and erased your game in The Legend Of Zelda... Make it funny and interesting. We'll print the best (or worst) "Nintendo Nightmares" in a future edition of Mail Box. So everyone, send your "Nintendo Nightmares" to:

Nintendo Power Player's Pulse
P.O. Box 97033
Redmond, WA 98073-9733

VIDEO SPOTLIGHT

My wife and I gave ourselves a Nintendo Entertainment System for Christmas in 1988. We thought it would be fun for our grandkids when they visit. Well, it's not hard to guess what happened—we were instantly hooked.

We not only found it VERY entertaining, but it has helped us close the "generation gap." You can talk Nintendo with almost every young person.

While we all have our own favorites, my wife and I play most of the games together. One runs the controls, the other draws maps or helps as needed.

I sent you a picture of our Brittany. She's AKC registered "Sleeping Princess Zelda." She really doesn't play, but she likes to sit in our favorite playing chair.

Together, my wife and I have completed Hudson's Adventure Island, Metal Gear and The Legend Of Zelda, among others. Our next challenge is Ultima. I don't know if this makes us "Power Players," but we think it's pretty good for "old folks."

Bob and Fran Hambrea
Portland, OR



Sleeping Princess Zelda poses on playing throne

Jonathan Ciuffreda, 6, is a phenomenal Nintendo Power Player. He has been playing the Nintendo Entertainment System for less than a year and has successfully completed 16 games including The Legend of Zelda, Super Mario Bros. 2, Duck Tales, Bubble Bobble, Simon's Quest, Mega Man 2, Wizards and Warriors, Metroid, Life Force, and The Three Stooges.



What is most interesting about Jon is that at the age of 6, he has truly learned to read while concentrating on such games as Dragon Warrior, The Legend of Zelda, The Adventure of Link, and Faxanadu. His favorite bedtime reading is Nintendo Power. It is not unusual to find Jon in his room or at the kitchen table reading Power. Although he can't read every word, he understands the ideas.

His concentration is so intense, he can play Nintendo games for hours at one stretch. He can't wait to get Super Mario 3 and is now working on The Adventure of Link. Jon truly deserves to be a Nintendo Power Player.

Judy Ciuffreda
Mendham, NJ

FINAL FANTASY™



THE ADVENTURE GOES BEYOND ANYTHING YOU'VE EVER KNOWN

Final Fantasy redefines the limits of both Adventure and Role Playing Games by plunging you into a world brimming with its own history and legends. It is a vast world that pits you against deserts and oceans as well as armies of Chaos. Solving the puzzles and winning the battles are not easy tasks, but they're not impossible, either. Get a quick start using the Explorer's Handbook that comes with the game. A quick review of Final Fantasy's earliest stages follows this page. Then it's on to greater challenges by land, sea and air as the four Light Warriors pursue their destiny. Don't forget to read about the July/August Final Fantasy Treasure Quest and how you might win real treasure!

An Adventure Pack Or
Suit Of Armor May Be
Yours If You Enter
The...



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FROM CONERIA TO CRESCENT LAKE: THE QUEST BEGINS

There's so much to see and do in Final Fantasy that even the 84-page Explorer's Handbook provided with the game can't cover everything. The following three pages list the major tasks facing the Light Warriors during the early stages. If you're just starting out, use the information as a quick play guide. If you've already reached Crescent Lake, you might want to see if you've missed anything valuable. There is so much treasure lying about that missing a critical treasure chest is easy to do. Get your bearings using the full world map on pages 12 and 13. If you missed the first installment of the Treasure Quest, be sure to look back at your May/June issue. Contest details can also be found in the May/June issue of Nintendo Power.

GARLAND'S CASTLE

In the north is the castle home of Garland, an evil wizard who holds Princess Sara captive. Take as many Heal potions as you can afford. Magic users in your party should save their magic for the fight against Garland. HARM, CURE and FIRE are all good spells. Collect treasure from the castle before the battle.



Defeat Garland and return the Princess to Coneria for the King's reward

CONERIA

The quest of the Light Warriors begins here in Coneria. First, visit the King in the castle and talk to everyone you meet. Then go to the town and buy weapons and armor at the shops. Make sure you Equip each Warrior. In the forest outside the town, fight enemies until you reach Level 3 for each member of your party.



The King tells you what has happened to his kingdom and challenges you with a quest.

MATOYA'S CAVE

Cross the King's Bridge to the north and begin searching for Matoye's Cave. Again, bring lots of Heal potion so you don't waste magic using the CURE spell. Take a Tent with you to save your progress. Once you reach the cave, the broom tells you how to use the world map. Then talk to Matoya.



Matoya needs a crystal to regain her sight. The crystal can be found in the south.

PRAYOKA

The trip to Pravoka is long and dangerous so stick to the grassy areas as much as possible. In the port town, talk to everyone. Your levels may have gone up, too. See if you are ready to buy Level 2 magic spells. Fill up your HP by staying at the Inn, then search for the pirate who has been terrorizing the town.



Use SLEEP—the sleep spell—against the pirate crew. Then attack and win a ship!

ELFLAND

Across the Aldi Sea lies Elfland. A great deal of information is available here. High quality weapons are also available in the shop. The Silver Sword is great for your Fighter. Earn Gold and Experience points in the forest that surrounds Elfland. Raise your Levels to 9 or 10 before moving on to Astos and the Marsh Cave.



Only an Herb obtained from Matoya can wake up the sleeping Elf Prince.

ASTOS & THE MARSH CAVE

The Northwest Castle is Astos' home—your next goal! There Astos tells you to look for a lost crown in the Marsh Cave. Take 99 Heal potions into the cave. Use Level 3 and 4 magic spells to defeat difficult enemies such as Wizards and Gargoyles. In the lowest dungeon you'll find a crown. Return the crown to Astos.



Make sure your party is at full power when you enter Astos' chamber.

FROM ELFLAND TO THE DWARVES' CAVE

After defeating Astos, return the Crystal to Matoya and get the Herb to awaken the Prince. The Prince will give you the Key. Go to Conens and explore the Treasure Room. Then it's time to visit the Dwarves' Cave directly to the west. There you should talk to Nerrick who needs the TNT you found in the Treasure Room.



Nerrick uses the TNT to blast a passage to the Western Sea. Now you can sail to Melmond.



MELMOND

Listen carefully to the people of Melmond and check out the Armor Shop for some powerful items. There's no Tool Shop here, though, so you should stock up on Heal and Pure potions before setting sail from Coneria. Dr. Unne lives in this town. Much later in the game you'll have to pay him a visit.



Melmond is the staging area for your assault on the Earth Cave further south.

THE EARTH CAVE

The people of Melmond told you about a Vampire. He lives here in the Earth Cave, but he is not alone, nor is he the main enemy to be found in the cave. You should be at about Level 11 now. No matter how strong you are, it won't be an easy fight. Against the Vampire, try using the FAST spell to increase the power of a Fighter.



In the Earth Cave, you have to fight through two big foes.

THE TITAN'S CAVE AND SARDA

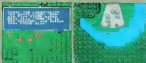
By defeating the Vampire in the Earth Cave, you'll obtain a Ruby. Feed the Ruby to the Titan in the cave west of Melmond and he'll let you pass. Don't miss the Treasure Room at the bottom of the cave! Then see Sarda in the cave further south. He'll give you the Rod that moves the stone slab in the Earth Cave.



The Titan has a taste for Rubies. Feed him the Ruby you got in the Earth Cave.

CRESCENT LAKE

If you have the Gold, this is the place to buy great silver weapons and armor. It's also the town where you meet Lukahn. Follow the woodland path from the northeast corner of town to the Circle of Sages. They'll tell you all about the world's trouble and give you a canoe. Buy a House in the Tool Shop.



The Circle of Sages reveal how the four elements are destroying the world.



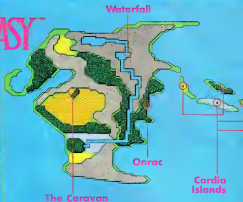
FINAL FANTASY

WORLD MAP

The world of Final Fantasy is a sprawling place with every imaginable landscape. From impassable mountain ranges to serpent-filled seas, this is a world made for adventure. Using the trick taught to you by the Broom in Mote's cave (Push: B Select), you can see your party's present position in the world as well as other key locations. Other useful maps are supplied in the Explorer's Handbook (Supplied with the Game Pak) to help you cover the many treacherous territories. One of the most exciting parts of Final Fantasy is exploring new regions—going where no one has gone before! Your maps will prove invaluable.

THEY SAY THAT GETTING THERE IS HALF THE FUN

The Pirate Ship takes you from the area around Coneria to the wide southern lands. The Canoe is used in rivers. The Airship opens up the North.





Mirage Tower

Gaia

Castle of Ordeal

Lefain

Mataya's Cave

Temple of Fiends

Pravoka

Caneria

Ice Cave

Northwest Castle

Crescent Lake

Ryukahn Desert

Gorge Adramon

Efland

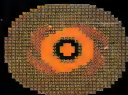
Marsh Cave

GURGU VOLCANO

Northwest of **Firestorm Lake** is Gurgu Volcano, home of Kary, the Fiend of Fire. Using the canoe to paddle upstream, you'll battle many river creatures. Fighters are strongest against them, but you can Run from most. Before entering the volcano, use a House to save your progress and restore HP. If you don't succeed on your first trip inside, you'll be able to start again at the entrance. Plan your route using the maps below to avoid dead-ends and as much of the damaging lava as possible.



LEVEL 1



LEVEL 2



A quick trip through the Second Level treasure rooms will earn you valuable silver armor and weapons plus lots of gold.

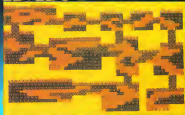
LEVEL 3-A



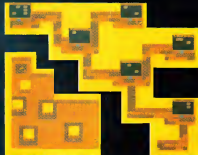
If your HP and magic levels remain high after the second level, proceed to Levels 3-A and 3-B. Avoid lava where possible and restore HP with Heal potion. Don't waste magic. It's better to Run.



LEVEL 3-B

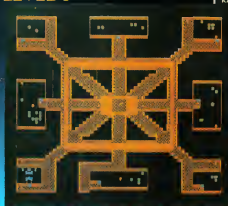


LEVEL 4



In the upper left corner of Level 4 you'll find an Ice Sword and the Flame Shield—both valuable items. Come back to get other items and gold after defeating Kary.

LEVEL 5



In the middle left chamber of Level 5 you'll find the Flame Arena. If no other chambers, except Kary's, are all empty. When you go to battle Kary, use the powerful Ice Sword and the Flame Armor on your lead Fighter.

Each step on lava reduces the HP of each party member. By staying on the cool, darker lava, you can conserve HP. Carry a full supply of 99 Heal potions and keep your HP up to the maximum. Powerful enemies attack at the deeper levels, some of which can't be escaped using Run. The fighting warriors will inflict damage along with a mage's ice spells. Only use ICE and ICE2 in critical battles. Also, don't waste time checking every room. Just a few (noted in captions) contain items worth the cost in HP to get them. If you have to backtrack, avoid places where you were attacked.



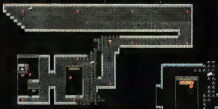
Before entering Kary's lair in the bottom left corner, mix out your HP and Equip with your most powerful weapons and armor. Against Kary, use AFIR to reduce the damage of her fiery attacks. SLEEP, STUN and ICE2 also work. Boost your Fighter with FAST.



ICE CAVE

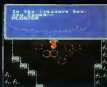
North of Gurgu Volcano and accessible only by canoe lies the perilous Ice Cave. Your goal is to find the Floater stone, which is used to raise the airship. Your strategy is similar to that used in the volcano. Use a House before entering and carry a full supply of Heal potion. Fire spells will be very effective inside. Beware of Ice Dragons and Mages!

LEVEL 1



In the upper levels of the Ice Cave you'll encounter Wraiths and other undead enemies. FIR2 and HRM2 work well against them. Avoid the damaging light colored icy patches. On the second level, go down then left to reduce the chance of meeting the Mage, who might use the RUB spell.

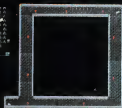
LEVEL 4-B



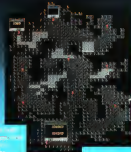
LEVEL 3



LEVEL 2



LEVEL 4-A



Once you reach the Floater stone, look for a stone with a hole. The Floater's in the middle.

RYUKAHN DESERT

In ages past a fantastic flying ship was buried in the sands of the Ryukahn Desert. With the Floater you can raise the airship and use it. While airborne, no enemy can attack the Light Warriors. On the other hand, you can land the airship only on grassy land, so you'll still have to make treks through forests and deserts to reach certain vital locations in the north. It's also easy to visit Coneria's inexpensive Inn.



Go to the middle of the desert and use the Floater on your dem list. Once it appears, stand on the airship and push the A Button to launch it.

THE CARDIA ISLANDS

These islands are inhabited by a race of friendly Dragons. Enter each cave, talk to the Dragons and collect treasure. Your next quest will be revealed to you. If you succeed in this task, return to the Dragon King with proof of your courage and your party will be transformed into knights and wizards with superior powers.



Behamut, King of the Dragons, will ask you to prove your courage. Since you can land only on the grass, you might have to hike to his cave.

CASTLE OF ORDEAL



Make your way to the upper left chamber and touch the throne. Now follow the numbers on the map to the right, touching the numbers in the order shown. On Level 2 and from the bridge, follow the entire length of the path to reach the final chamber where the Rat's Tail is kept. The main hallway along the left wall is covered by a curtain of light. Enemies located here will not appear as enemies.

Northeast of the Cardia Islands is a castle filled with dangerous enemies. To prove yourself worthy of Bahamut's gift, you must enter the castle and find the Rat's Tail. The enemies are very strong, so make sure your supply of Heal potions and magic levels are full. You'll have to park the airship on the peninsula to the west, which leaves a long hike. Use a House outside the castle to restore lost HP and magic. Watch out for Sorcerers, Mancats and other strong enemies.

LEVEL 2



LEVEL 3



ONRAC

New mysteries are introduced when you reach Onrac and speak to its citizens. Some of them talk about a problem at the Waterfall to the north, others about a Sea Shrine, and there's even talk of a Caravan out in the Western Desert. They're all-revealing clues. You see, to use the submarine moored at Onrac you need Oxyel from the Fairy who is for sale in a bottle. That's just for starters. Each time you finish a task, people may have new information for you.



Although the Sea Shrine is your first objective, eventually you'll make use of all the clues. For instance, someone might mention Dr. Unne. If you remember, he lives back in Melmond. Better go talk to him when you find his Sl— it's a good idea to write down all the messages.

GAIA

Gaia is hidden away in a remote northern valley. Land nearby on the grass and check it out. You'll find the Fairy's pond, but the Fairy has been kidnapped by a ruthless pirate who sold her to a Caravan. Aha! If you buy the Bottle from the Caravan and bring it back to Gaia, you'll get Oxyel for the sub. Simple! Actually it's just the beginning. As always, listen closely to what the people are telling you. In Gaia some talk about a town down south where... a different language is spoken?



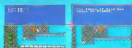
If you release the Fairy at the Spring she will reward you with Oxyel for the submarine.

LEFEIN

Departing on what you found the Slab in the Sea Shrine, and if you took it to Dr. Unne, a trip to Lefain might not do much for you. Only Dr. Unne can teach you the language, and he can only do that if he can translate the Slab. Once you can talk to the people of Lefain, however, it's no problem. You'll learn about the future of the desert and how to get inside.



In the upper-right corner of Lefain there's a gap in the wall. Push through it and keep going until you find the Magic Shop.



THE CARAVAN

In the southwestern part of the Western Desert is a small oasis where a caravan has set up shop. Go to the patch of sand just west of the oasis to find the shop. Only one item is for sale here, but it's vital that you purchase it, even at the extraordinary cost of 50,000 gold pieces!



Park the airship further west at the edge of the desert and hike in.



The bottle contains the Fairy from Gaea who can give you Oxyal.

THE SEA SHRINE

The Shrine of Orac will take you directly to the Sea Shrine when you have Oxyal. Long ago the Shrine sank and was taken over by Kraken—the Fiend of Water. Inside the Shrine you will find Mermaids who will help you and many enemies to fight. Your best attack magic against sea monsters will be LIT2 and LIT3. The Ice Sword is still the best weapon for Knights, and if you have a Blackbelt, make sure he uses only his hands.



LEVEL 3-A



The first area of the Shrine is actually the middle—Level 3-A. Go up to Level 5 to meet the Mermaids and down to Level 1 to battle Kraken. Between trips, go to the Inn at Orac.

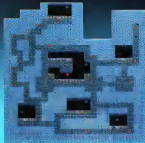
LEVEL 3-B



LEVEL 3-C



LEVEL 4-A



MEET THE MERMAIDS

The Mermaids will shower you with information and treasure. They also have the Slab for Dr. Unne. Visit them before your attack on the evil Kraken.

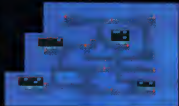


LEVEL 5

LEVEL 4-B



LEVEL 2-A



LEVEL 2-B



21

What goes down must come up, at least part of the way if you want to reach Kraken. Take a good look at these maps to plan your route. Attack Kraken with LIT3 and use both FAST and Opal Armor to boost the power and resistance of your fighting warriors. Be prepared to lose a couple of warriors in the battle.



LEVEL 1



THE SLAB

The Slab contains a valuable translation of Lefeinsh—which is the language of the Sky Warriors. You'll learn about them back in Lefein, where you can now understand what people are saying.



Give the Slab to the Lefein and they will give you the translation.

IT'S NOT OVER YET

Although the Light Warriors have come far, the greatest challenges still lie ahead. The Waterfalls Tower Storage Tower is the final place of the Sacred Light. The tower is the last place you can go.



This tower leads the way to the final place you can go.





July/August Contest



Is there such a thing as too much treasure? We don't think so, especially when it's so much fun to find. In the last Final Fantasy Treasure Quest we asked you to send in the answers to three questions. This time there are only two questions. Read the rules below to learn how



you can enter. You may wind up with one of 500 Final Fantasy Adventure Packs, each stuffed with treasure. Or you could receive one of two authentic suits of armor—as much fun as a stuffed ormodillo but more stylish! And still to come, in the September contest you'll have a chance to win the Grand Prize—an exotic Treasure Quest Weekend!

July/August Contest Rules

Include answers to both questions for the July/August Contest on a 3x5 postcard and mail it to the address below with proper postage by September 1st. (The post office will not deliver any mail that doesn't have proper postage and no responsibility is assumed for lost, stolen or misdirected mail.) Be sure to include your address and telephone number on your entry card. Contestants are limited to one entry per contest. All entrants must be U.S. residents.

Winners are randomly selected from entries correctly answering the 2 contest questions for the July/August contest. The random drawing for 500 Final Fantasy Adventure Packs and 2 suits of armor will take place on or about September 15, 1990. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Chances of winning are determined by the number of eligible entries received. No substitution of prizes is permitted. All winners will be notified. The contest is administered by Nintendo of America Inc. 14601 N. Cross Street, Scottsdale, AZ 85260.

The "Nintendo" and "GB" trademarks and "Nintendo" logo are registered trademarks of Nintendo. All other trademarks are the property of their respective owners.

To purchase a postcard, enter the contest, and receive the contest answers, visit our website at <http://www.nintendo.com>.

THE JULY CONTEST

Question 1

WHAT IS THE NAME OF THE EX-MERMAID?

Question 2

WHERE DO YOU FIND AN INQUISITIVE BROOM?

Nintendo Power
Final Fantasy
Treasure Quest
P.O. Box 97063
Redmond,
WA 98073-9763

Wii! NESTER

HOWARD & NESTER







SUMMER CONSUMER ELECTRONICS

The Summer CES in Chicago's McCormick Center is even bigger than the monster winter show in Las Vegas, and we're not just talking about floor area! This is where

TEENAGE MUTANT NINJA TURTLES SEQUEL



Turtlemania hit the CES at the Konami/Ultra display. We got a chance to take a sneak peek at an early prototype of Teenage Mutant Ninja Turtles—The Arcade Game, which is actually the title of the NES sequel. The half-shell heroes have a whole lot of excitement in store for you in this one, which has two-player simultaneous play and three levels that weren't in the arcade game! Kowabunga, dude!



MEGA MAN III

In this sequel, Dr. Wily will join the side of good and help Dr. Wright with a top secret project. Mega Man's mission will be an interplanetary scavenger hunt for parts needed for the doctor's project. The same development team which designed the first two Mega-hits is sure to strike gold again.



MIRACLE KEYBOARD

One of the big surprise releases at the Summer CES was the Miracle Keyboard (from Mindscape & Software Toolworks). This amazing accessory comes complete with an electronic keyboard which plugs into your NES and provides a full range of musical sounds. The Miracle Keyboard is also a truly educational device. Crowds of spectators gathered around the display, and this unit should be hot!

DR. MARIO



Mario, the world's versatile hero, is back in a new Nintendo game, Dr. Mario. This time, he's out to wipe out a pesky virus colony. Dr. Mario is a super puzzle game like Tetris. Two players can join in the frenzy of Dr. Mario, and for even competition between players of different skill levels, each player can start with a different number of viruses. If you have Tetris fever, Dr. Mario is the cure!

POWER MISSION



Mega action in the tradition of Mega Man II.

DEJA VU



A sequel to Shadowgate? Deja Vu features the same great game play, but with a modern day detective story background.

Electronics Show



the hot games for the winter holiday season are announced and displayed.

Here's a quick look at some of the games and products we thought were particularly cool:

THE SIMPSONS ARE COMING TO THE NES!



The dynamic duo of Acclaim and LJN (recently merged) have some hot titles in the works, including a NES game based on The Simpsons! Yes, that's right, everybody's favor-



ite nighttime animated comedy family, The Simpsons, will star in a NES game early next year. Bart Simpson discovers that his town is being invaded by aliens disguised as humans. He must go around and convince his neighbors that these innocent looking people are actually invaders, while trying to avoid having a cow, man.

BEETLEJUICE



NES and Game Boy games starring that loopy spooky spirit, Beetlejuice, are on their way from LJN!

LASER SCOPE VOICE COMMAND STEREO HEADSET



This unusual controller from Konami is turning heads at the CES

GAME BOY



Game Boy was a big hit in Chicago. From sports to RPGs, this hand held sensation had it all. Action and adventure game highlights included Duck Tales from Capcom, Teenage Mutant Ninja Turtles and Skate Or Die from Ultra and Dragon's Lair: The Legend from CSG Imagesoft.



Cosmo Tank from Asuka is a great science fiction tank battle game that encompasses a wide variety of game play viewpoints



In the sports arena, Nintendo's Play Action Football was notable for its ease of play and great action.

LOOK FOR MORE ON THESE AND OTHER HOT GAMES FROM THE SUMMER CES IN FUTURE ISSUES OF NINTENDO POWER!



JOIN CHIP AND DALE IN A WILD AND WACKY ADVENTURE TO SAVE GADGET FROM THAT BIG CITY BAD GUY: FAT CAT!

These amazing pint-sized detectives, the Rescue Rangers, are ready for their greatest adventure ever in the latest Disney character game from Capcom! That frightening feline, Fat Cat, has kidnapped their pal Gadget. Now Chip and Dale have got to face a slew of Mechanical Dogs and Robot Rats to save her from Fat Cat's clutches. Jump into the action and go for a chipmunk-sized romp through the human-sized world!

The heroes are ready for a wild adventure with help from the whole terrific team of Rescue Rangers.



TEAMWORK IS A MUST!

Grab a friend and take off with both Chip and Dale or go solo. Two-player action makes for ten times the fun!



Soil Power
in the
Game!

Gadget gives into
along the way.



HOW TO PLAY

Here are the basic techniques you must to master if you're going to have a fighting chance at making it all the way to Fat Cat's hideout.

QUICK! HIDE IN HERE!

Pick up a Crate and press Down on the Control Pad to hide inside.



Hold Down to Hide

THROW THINGS

Try throwing Crates, Steel Boxes and anything else you can find at Fat Cat's Goons.



Take it and toss it. That'll teach 'em!

PICK UP FLOWERS AND SAVE STARS

For every 50 Flowers or 10 Stars you collect, you'll get a 1-Up! Look everywhere for them!



Search carefully for Flowers and Stars



The Rescue Rangers think they're going to help Mandy find her lost cat but, in fact, Fat Cat is scheming to kidnap Gadget! Fat Cat has set plenty of traps, so be on the lookout for anything fishy! Start in the park and move on!

SPECIAL ITEMS

Energize, then eliminate enemies with a bunch of great stuff you'll find on the way.



FLOWERS



Collect 50 and earn a 1-Up.

STARS



Collect 10 for a 1-Up.

ACORNS



Get an Acorn for energy.

STEEL BOXES



Pick 'em up and stack 'em for height.

BLACK BALLS



Throw them quickly or they'll explode!

TREASURE CHESTS



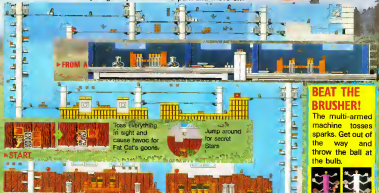
There's some great gear inside!



ON TO THE FIRST STAGE! THE PARK AND POWER LINES!



Zipper will make you invincible.



BEAT THE BRUSHER!

The multi-armed machine tosses sparks. Get out of the way and throw the ball at the bulb.



● ZONE A ●

UP, UP AND AWAY

Our heroes have got to get to the top of a huge tree to clear Zone A and the enemies are coming out of the woodwork to stop them! Keep climbing and hide inside the Crates when the creeps get too close.



Throw the Crates straight up to de-branch the worms.



Beware of the Nuts Flying Squirrels. They're fast!

▶ START



OWL ATTACK!

Make the treetops safe by knocking this big bird to the ground. Watch for falling feathers and send the ball skyward.



Stay on your toes and connect five times to clear the tree.

SCRAP THE SPACESHIP

It looks like a toy but the ship at the end of Zone B sends out some serious aliens. Stop it!



Leap over the aliens and aim for the ship.

WHOA! I NEED A BREAK FROM ALL OF THIS JUMPING!



● ZONE B ●

COFFEE SHOP AND KITCHEN CAPERS

The Rescue Rangers are in for a big surprise when they visit a local restaurant looking for Gadget and end up meeting themselves in the kitchen. Is it really them, or imposters? So subtle and find out!



▶ FROM A



▶ TO B



Buzzers make a beeline right for you. Jump as they approach.

▶ FROM B



Wait, jump and get!



▶ START

▶ TO A



Cut off the flow of the water by jumping the tap top three times.



Dipsos can change their shape. Don't get confused!

● ZONE C ●

LIBRARY DISTURBANCE

The library's been taken over by mischievous marsupials! Racquet Roos are known for causing a ruckus and they're making a mess of this place! There's no time for reading! Jump over the stream of tennis balls and keep moving through Zone C!



Take a Cruto up with you and toss it to the Racquet Roo!



▶ START



▶ FROM A



TO A ▶



Stun the Hawk Bombers as they're hovering. You'll get them every time.

● ZONE D ●

CHIPMUNKS IN TOYLAND

Talk about a land of misfit toys! The gadgets and gizmos in Zone D are in bad shape! Chip and Dale have got to knock some sense into them with some well-placed Crates!



Get close and Rug Rabbits will run!

C'MON DALE! THERE'S NO TIME TO WASTE!



▶ START



TO A ▶



Shut off the stream of balls at the source! Aim for the switches!

▶ FROM A



TO B ▶



Keep the Top from teetering with a toss!



Don't get caught off-guard by the Gnomes!

▶ FROM B



Outrun the cascading Domes!



WRECK THE ROBOT

This mechanical wonder has sturdy armor but if you aim for the lights on its front panel, you'll be able to send it to the scrap heap. Watch out for a shower of toy balls!



Look for a hole in the ball shower.

● ZONE E ●

RURAL ROMP

There isn't anything but big bugs in the country setting of Zone E. Chip and Dale have got to get around these crawling creatures and continue their search elsewhere.



Toss Crates at cocooned creeps.



Beetles in bushes leap when you get too close! Watch out!



▶ START

TO A ▶

▶ FROM A

TO B ▶



Climb up to the top and work your way to the 1-Up Star!



Take the Hammer and break on through.

Don't let the Buzzers and Beetles bug you!



SINK THE FISH

The green Grouper at the end of Zone E swims fast and sends out an electrical storm of sparks. Think fast and toss the ball as soon as you have a clean shot.



Swim from the sparks and toss the ball quickly!

▶ FROM B



● ZONE F ●

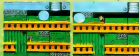
ROLL OUT THE BEARINGS



▶ START



Wait for the balls to pass and jump!



The balls always follow the same pattern. Study them and collect all the Flowers.

Big ball bearings and steel pipes are the main features of Zone F. Watch the roll of the balls and avoid getting bowled over. Timing is key in this mechanical mayhem.

● ZONE G ●

FAT CAT'S CASINO

The only sure thing in this Zone G gambling room is that the clientele are mean and nasty. Watch for hat tossing 'gators and rough-housing rhinos.



You'll really clean up at the casino.



▶ START

TO A ▶

▶ FROM A

TO B ▶



Beware of this bruiser. He really plows the Crates.

FELINE FOOLISHNESS

This cat is no match for the Rescue Rangers! As soon as you get into the room, jump over the first spike and move into the center. Then toss the ball straight up and clobber the Cat. When he throws balls straight down, move to the left slightly to redirect the flow.



Toss the ball straight up! Jackpot!

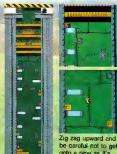


▶ FROM B

TO C



Knock out the Rhinos. Then stack the Steel Boxes and climb up!



▶ FROM C

Zig zag upward and be careful not to get onto a pipe so it's going into the wall.

CLEAN UP IN THE BONUS ROUND

After you clear a Zone, you'll end up in a room full of Crates. There are Stars or Flowers under every one.



Time is short. Get the Stars on the top first. Then go for the Flowers.

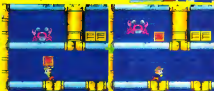
YOU'VE DONE WELL, RESCUE RANGERS. BUT YOU'LL NEVER GET THROUGH MY HIDEOUT!



TECHNIQUES TO REMEMBER

THROW THINGS IN ALL DIRECTIONS

Remember that you can toss Crates and other stuff left, right and straight up. Overhead enemies are no problem when you use an air attack.



Unload on enemies upwards and win big!

TAKE IT SLOW

There's no backtracking allowed so you should advance slowly and make sure that you leave nothing behind.



KEEP TABS ON THE FLOWER TOTAL

When you collect 50 Flowers a 1-Up Star floats onto the screen. Keep track of your total Flowers and make sure this happens at an opportune time.



KNOW YOUR ENEMIES

All of the creatures follow basic patterns. Study the ways they move and catch them off guard.



WAIT! THERE'S MORE!



After you clear out Zone G, you'll rocket to another area!



UP NEXT...



Take on a cast of crazy crabs and Flying Squirrels in the Zone H maze of pipes and blocks.



Electric fans make for windy conditions in Zone I. Watch out for Crate spitting Pelicans, too!



You're at Fat Cat's Home Base at last! Zone J is riddled with dangers. Take it one step at a time!

GO GET 'EM RESCUE RANGERS! FAT CAT'S WAITING!

YOU'RE
NO MATCH
FOR ME,
HA!



Snake's Revenge™

SOLID SNAKE IS ON A NEW MISSION BEYOND THE EDGE

Back behind enemy lines, Solid Snake has his work cut out for him. The toughest commando since Rambo is on his own, although he might get a little help from his friends. To win through to the end you'll need cat-like reflexes and at least nine lives. Luck helps.

Rescue the prisoners in the clearings before trying to enter the building.



In Metal Gear no one could put an end to this one man tornado.



Your job in the jungle is to rescue the two prisoners and get into the building. Collect rations far to the left first, then go after the prisoners and the ammo. When you get near the lower door you'll see a Call message flashing on your screen. Switch to Transceiver and get your message. Then watch and wait. The Call message flashes if you approach the door on the lower part of the screen.

SOLID SNAKE

He's back and he's one back belt who's not out for lucks.



JENNIFER

The Commander of the mission stays in radio contact.



THE SNAKE TEAM

JOHN TURNER

Penetrating enemy lines is his specialty.



NICK MEYER

Big Bang theory. The bigger the bang the better.



THE ENEMY



Enemy commanders will do all they can to stop Snake.



Somewhere ahead is the madman behind all this trouble.

START



Use the Silencer to avoid attracting attention.

Use Card #1 To Outside

Enter

Keep out of sight of the patrolling guards if at all possible.

GET CARD #1

In the open door shown to the right you'll find Key Card #1.



Use Card #2 Get Truth Gas



Use Card #1 Save Prisoner

Elevator

Use Card #1 Save Prisoner

Use Card #2 Find Enemy Officer

Use Card #1 Get Card #2

BEYOND THE WAREHOUSE

After surviving the warehouse you might think you deserve a rest. No such luck. The elevator takes you to a sideview area where you'll fight off more attackers and use your Oxygen Tank underwater. You are close to the ship now.



To The Ship

INSIDE THE WAREHOUSE

Once inside, grab both key cards then find the Truth Gas. Free the prisoners and use the Truth Gas on the enemy commander for information. You'll need nerves of steel and a quiet step to stay alive.

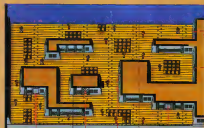
In this long passage you'll have to take on attacks from both the front and the rear. The Submachine Gun can help. To make it past the underwater section you'll need to have found the Oxygen Tank back in the warehouse. Don't use Plastic Explosives or Grenades in this area.



ALL HANDS ON DECK

The enemy ship is swarming with guys who would like to ruin your day. You're going to try to blow it sky high, but first get the items shown on the

maps, rescue the prisoners, use Truth Gas on enemy officers and stay alive. As usual, that's easier said than done. Lots of practice helps.



Use Card #2 Get Truth Gas

Elevator

Use Card #2 Get Flame Bomb

Use Card #1 Get Grenades

Use Card #2 Get Plastic Explosives

Use Card #1 Find Enemy Officer

Use Card #2 Get Through The Door

Use Card #2 Get Through The Door

Use Card #2 Save Prisoner



B-1

Elevator



Use Card #2
Get Plastic Explosives

Use Card #2
Get Submachine Gun

Use Card #1
Find Enemy Officer

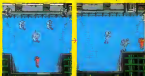


To C

On the lower level of the warehouse you'll find even more trouble. Long narrow corridors are tough to pass. Sometimes you can wait for a guard to turn away or you can hide while he comes closer. Try to be invisible.

TACKLING THESE GUYS

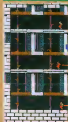
They may look like the front line of the Chicago Bears but they're tougher by far. Your only way past them is by throwing Grenades, and each throw must be perfect.



The Submachine Gun and Hand Gun will work, but it takes more ammo than you're likely to have.



ELEVATOR



Take the elevator down to the ammo dump in the hold.

Elevator



B-1

Use Card #2
Get Flame Gun



Use Card #3
Get Mine Detector

B-2



GRENADE GUYS



These three guys try to defeat you with Grenades, which is fair enough because that's how you can defeat them. Again, the Grenade must be perfectly thrown.

Once the ammo dump is blown using Plastic Explosives you'll only have a short time to get away. Go back up to the deck and use the door to the right of where you found the Flame Bomb. Keep moving to the right to escape.



CLASSIFIED INFORMATION



KNIGHT RIDER

FROM AGENT # 414

Stage Select

Now you can travel to any city on Michael and Kitt's trail instantly! Our Agents have discovered a quick maneuver that will allow you to select stages of this challenging driving game from the very beginning. Just press and hold the A and B Buttons at the same time and press the Reset Button on the Control Deck. Then release the A and B Buttons and choose either the Mission or Drive options. When Devon appears, he'll say "Select Mode." Press Up and Down on the Control Pad to change the stage number and press Start to begin when you reach the desired stage.



Press and hold A and B. Then press Reset on the Control Deck. Devon will ask you to choose any stage of the game.



To see the message when the game is completed, press and hold the Select Button and press Reset on the Control Deck. Mission accomplished!



DOUBLE DRAGON



FROM AGENT # 810

Last Stage Continue

Here it is! Our Agents have at last discovered the code that will allow you to begin again in Stages Seven, Eight and Nine. When the "Game Over" message appears, pick up Controller II and press the A Button twice and the B Button twice. Then press Down, Up, Right and Left on the Control Pad and wait. In a few seconds, you will be given the option to Continue or Start over. If you are playing a one-player game, you can still select a two-player game (2P Play B) and finish off the other player's fighters and build up to seven fighters in reserve!



As soon as "Game Over" appears in the last three stages, press A, A, B, B, Down, Up, Right and Left on Controller II. Then wait for a few seconds and continue!

DOUBLE DRAGON II CONTINUE CODES

| STAGES | CONTROLLER | CODE |
|--------|------------|--------------|
| 1-3 | I | ↑ → ↓ ← AB |
| 4-6 | I | ↑ → ↓ ← AB |
| 7-9 | I | AABB ↓ ↑ → ← |

1-3



4-6



7-9



CLASSIFIED INFORMATION



FROM AGENT #404

Ten Is Better Than Three

Blast the alien armies with the strength of ten men! You can triple your chances in this super challenging game with a great life increasing code. When the title screen appears, press Right, Left, Down and Up on the Control Pad. Then press the A Button, the B Button and Start. Your game will begin with ten fighters in reserve. If you want to play a two-player game with this increased number of combatants, first press the Select Button to move the cursor to the two-player option then enter the code!



Press Right, Left, Down, Up, A, B and Start to begin with ten soldiers in reserve.

→ ← ↓ ↑ AB

FROM AGENT #987

Sound And Music Demo

Our Agents on the front line have discovered a built-in music and sound effect demonstration that will allow you to listen to the sounds of Super C without dodging bullets or bombs. At the title screen, just press and hold the A and B Buttons and press Start. The words "Sound Mode" will appear on the screen. Select the individual sounds and press B to start the effect and A to stop.



FROM AGENT #789

Pro Mode

For Adventures of Lolo fans nothing beats a new set of rooms with more mind boggling puzzles. That's exactly what you'll find in the Adventures of Lolo 2 Pro Mode. Enter the password, PROA, for the first room and use PROB, PROC and PROD for the others.



New puzzles await Lolo 2 players in the Pro Mode.



FROM AGENT #777

Sound Test

Listen to the sounds of Godzilla's romp by entering "SOUND" as your password. Use a zero in the password instead of the letter "O". Then press the Start Button to begin and change the sound number by pressing Up and Down on the Control Pad. Begin the selected sound by pressing the A Button and stop the sound by pressing the B Button.



CLASSIFIED INFORMATION



■ FROM AGENT # 710

Stage Select

Jump instantly to the advanced stages of this mysterious quest with a quick and easy maneuver! On the title screen, press Up, Down, Left and Right on the Control Pad and press the B Button four times. Then press the Start Button and a Stage Select screen will appear giving you the option to start at the beginning of any stage between 2-1 and 6-2. Move the cursor to the desired stage by pressing the Select Button and press the A Button to begin!



At the title screen, press Up, Down, Left, Right, B, B, B, B and Start to choose your stage

Invincibility!

Instead of skipping stages, you might decide to fight through each chapter of the game with unbeatable strength. Our Agents have discovered a move that will build your defenses to the point where enemy contact is completely ineffective. At the title screen, press Up, Up, Up, Up, Down, Left, Right and Up again on the Control Pad. Then press Start to begin. When you come across the strange creatures of Remlia, their offensive powers will cause you no damage at all. Fight your way to the evil wizard and save the princess from his grasp. Watch your step, though. Your character will be invincible but you will still lose a life if you fall past the bottom of the screen.



Fight through Remlia unharmed.



■ FROM AGENT # 067

Skip Odd, Skip Even

Our Agents have found two very special codes that will allow you to skip the adventure portions of this challenger and go straight to the action scenes. On the title screen, choose to continue and enter "A2A4A6ABA0" as your password. You'll immediately board your vehicle and fly through Stage Two. Once you defeat the huge ship at the end of the stage, you'll fly through Stage Four. This pattern of only even numbered stages will continue through Stage Ten and then the game will resume to normal play in the final two stages.



Enter this password to fly through the even numbered stages



Enter the password "BBA1357912" at the beginning of the game and as soon as you start, you'll encounter the enemy at the end of Stage One. Next, you'll meet the Stage Three leader and then the Stage Five leader. This pattern will continue until you get to the creature at the very end of the game!



This password will send you exclusively to the leaders of the odd numbered stages.

BURAIFIGHTER

FROM AGENT #562

Hidden Passages

Blast through space with some extra items by entering hidden rooms that our Agents have found in the first two stages of this outer space action thriller.

STAGE 1-1

If you chose the Ace level of difficulty, you'll find a hidden room here.



STAGE 1-2

Push up where indicated in the Eagle level.



STAGE 2-3



For Aces only. Push up and collect a special item. This super item will recharge your weapon strength so you can blast through the rest of the stage.

Extra Strength, Extra Challenge

Start your mission with Lasers, Rings and Missiles at maximum strength! Just enter the password "LOBB" and you will be ready to take on anything in your path.



If you have aced the game in the most difficult level, here's how you can get to an even more challenging level. Enter the password "GOOD" and get moving!



Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

Our address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733



Mafat GOLGO 13 II F Conspiracy™



THE DUKE OF SECRET AGENTS, GOLGO 13, IS BACK IN A NEW NES EPISODE!

Need a world endangering scheme failed? A hit on an impossible target? A fantastic rescue made? If you can contact him, and if your case fits his eccentric code of ethics, Golgo 13, the top "troubleshooter" in the world, is your man. When a revolutionary group known as Mafat takes control of a deadly satellite capture system and starts a dangerous war between secret agents, the CIA persuades G-13 to take the mission of stopping their plot. His assignment: rescue the kidnapped professor, Dr. Barrows, destroy Mafat's organization and smash the satellite capture system!

ACT.1 PROLOGUE IN PARIS

SCENE 1

According to CIA intelligence, Mafat holds Dr. Barrows prisoner somewhere in Paris. Before G-13 begins his search for the professor, he requires a gun that is untraceable. The CIA arranges for



G-13 to pick-up of a high powered Python pistol at the Arc De Triomphe.

MARTIAL ARTS ACTION

Duke Togo must put up his dukes and brawl his way to James, his CIA contact man. Mafat agents along the Champs Elysees have been alerted that G-13 is on his way, and have been ordered to stop him.



G-13's powerhouse kick renders the opposition unconscious.



Edge close to gun toting thugs, duck under their fire, and use your kick.



SCENE 2&3

Once he's obtained the Python, G-13 can blaze a trail through the agents who are trying to stop him. Another CIA contact in the art museum on the Champs Elysees has a code card which will bypass the electronic security system in Mafat headquarters. With this card, G-13 can enter and go freely through the building.



The doors along the Champs Elysees lead to 3-D mazes where G-13 can replenish ammunition. Going in and out also resets the timer.

Shoot enemy agents as soon as they appear on the edge of the screen.



As an Olympic class athlete, Golgo 13 can make spectacular leaps.



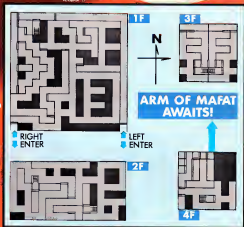
SCENE 4

Mafat holds Dr. Barrow captive in the Trade Office on Bastille Boulevard. This imposing structure is four floors high, and G-13 must explore it in a puzzling 3-D perspective maze.



WHERE'S YOUR HALL PASS?

Follow the maps carefully; it's easy to get lost in this place. A fourth floor guard gives you a first aid box when he's defeated. Defeat this guard, collect the first aid, back track, and return. The guard will be there again; repeat the process to fully power-up.



SCENE 5&6

On the top floor of the Trade Office, Arm Of Mafat, a sword-wielding martial artist and high ranking Mafat boss, gloats to Golgo that he has arrived too late to rescue Dr. Barrows. To compound the problem, he wants to have a quick sparring match with G-13—to the death!



ARM OF MAFAT

To beat Arm Of Mafat, rush him when he's at the very edge of the screen. Kick him repeatedly and he will be trapped against the edge of the screen.



Straight karate kicks will break the Arm Of Mafat in no time!

A RACE AGAINST TIME!

Upon his defeat, Arm reveals that the Trade Office is rigged to explode! Golgo 13 must make his way out quickly, with only five minutes to get through all four floors! Follow the maps closely and don't take a wrong turn.



ACT.2 ESCAPE TO VENICE

SCENE 1

After avoiding Metat's death trap, Golgo 13 is cornered by Gerbich, Chief of the KGB, who demands to know G-13's role in the ongoing conflict. Golgo 13's code of ethics prevents him from revealing any information. As Gerbich leaves, James appears and tells Golgo



that someone has sped in a helicopter from the Trade Building to Venice, Italy...



On his way to Venice, KGB agents sent by Gerbich attack Golgo 13.



SCENE 2

Golgo 13 is rescued from the KGB by a girl from the CIA in a souped-up Ferrari. This well-nigh invulnerable car is armed with bombs and has a top speed of 300 km/hr.



Direct or Indirect? Just press down to second gear as you go into turns.

SCENE 3

Gerbich, outraged at Golgo 13's refusal to cooperate, attacks the Ferrari from a helicopter. But Golgo has a high-powered rifle and can nail Gerbich first; however, he'll have to do it with a single shot.



Take your time and correct your aim for wind velocity. If you miss, you'll have to repeat Scene 2.



ACT.3 IN VENICE

SCENE 1,3,4&6

With Gerbich gone, the KGB pursuit falters and G-13 makes it to Venice. The thugs in the city are tough and attack swiftly, throwing bombs or knives. G-13 will have to travel these streets many times before he meets up with James, obtains an S & W M56 pistol and



Has time for some evening rest and recreation.

To keep those thugs short on the edge and jump while holding Up and Right (or Left, depending the direction you're jumping).



Make short jumps to avoid the bombs these assassins throw.



SCENE 2&5

The only way to get through the twisting streets of the City of Canals involves a side trip through this building. Stick to the path that goes around the edge of the place.



ACT.4 THE ORIENT EXPRESS

SCENE 1&2

Tipped off by information provided by the CIA, Golgo 13 is hot on the trail of Armad Khan, a terrorist who may be mixed up with Mafat. G-13 books passage on the same train Armad is on, but this isn't a pleasure trip. Armad's killers are on the roof of the train, and are spoiling for a fight with Duka Togo.



Duck or jump to avoid the fire from the shotguns of Armad's thugs.



Grab the enemy as soon as you see him appear on the edge of the screen.



SCENE 3

At the end of the train, Armad Khan waits for Golgo 13. This whirling Afghan dervish is master of a complicated fighting technique that's mainly for show.



ARMAD KHAN

Corner Armad against the edge of the screen and kick repeatedly.



ACT.5 AFGHANISTAN AND BEYOND

From Armad Khan, G-13 learns that the Mafat base is somewhere in Afghanistan. But before Armad can reveal its exact location, an assassin in a helicopter eliminates him. G-13 begins his search in the wild, mountainous desert of Afghanistan.

SCENE 1&2

Rugged humans and strange creatures inhabit the remote areas of the Afghan desert. These beings move fast and usually take several hits to eliminate.



Save no ammo in dueling the hardy ghazals of the desert.

SCENE 3&4

By a stroke of luck, Golgo 13 has stumbled upon a mysterious cave in the desert. Could this lead to Mafat's Base? There's only one way to find out.



SCENE 5

Deep in the earth, death brews in Mafat's laboratory. The final secret hideout is a challenging labyrinth that will test every ounce of Golgo 13's leaping and shooting skills.



SCENE 6

A final 3-D building to conquer—the end of Golgo 13's mission lies beyond this labyrinth.



Will Golgo 13 smash the plans of the Mafat Revolutionary Group? Or will this be the first mission that he's ever failed to complete? The answer is up to you!

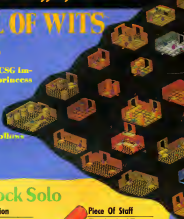


Solstice™

The Quest for the Staff of Demnos

A DARING TRIAL OF WITS AND SKILL BEGINS

In the fantasy world of Solstice, a new game from CSG Imagesoft, the evil wizard Morhous has taken a fair princess prisoner. Her only hope for rescue is Shadax the Sorcerer, who must find the pieces of a mystic staff in order to gain the power needed to defeat Morhous. Shadax learns the shards of the staff are hidden in the many rooms of Kastlerock, an ancient fortress of sinister disposition. Solstice follows the action as Shadax explores this castle, one of the most puzzling and unique fantasy locations in video games.



SHADAX TACKLES KASTLEROCK SOLO

Shadax alone knows of the legendary Staff Of Demnos; his mission is a solitary one. He will have few items to help him, so strategic and sparing use of these is a must.



Credits

Coins which permit Shadax to continue when he loses all his lives.

Blue Potion

This concoction grants Shadax invulnerability from enemies.



Purple Potion

All moving objects in a room are disintegrated by this potion.



Yellow Potion

The Guardian Of Time freezes time for all moving objects.



Green Potion

The Eyes Of The Blind lets you see invisible objects in a room.



Magic Elfin Boots

A magic pair of footwear which allows Shadax to jump higher.



Piece Of Staff

The shards of The Staff Of Demnos are Shadax's goal.



Hats Of Life

Hats Of Life give Shadax an extra life. He can and should collect many.



The Four Keys

Keys make blocks appear in certain rooms or make doors appear in walls.



Detonator And Bomb

These magical triggering devices explode bombs, opening new areas of the castle.

Mystic Methodologies

BLOCKS ARE SHADAX'S SALVATION

The blocks Shadax finds can be used in many ways. You can jump on the large pyramid spikes by placing a block on the spike and jumping on the block. (But even blocks won't

protect you from the needle spikes.) You can also travel on the head of a creature by placing a block on its head and then jumping on the block. (But some creatures can knock the block off their head after a time.)



JUMPING TRICKS

Using blocks, you can jump 3 blocks high before you get the boots, and 4 blocks high after. Pick up a block, jump, and quickly drop the block in mid-air and jump again. Activate a Yellow Potion, and you can cross a room in mid-air by picking up a block and jumping at the same time (press A and B simultaneously), then quickly dropping the block (press the B Button again). Repeat the process to travel up and/or across.



UNORTHODOX USES

Potions and Hats may be pushed like blocks and used as stepping stones, but pressing B will collect the object. If you use both the Yellow and Blue Potions in the same room, you can use creatures like blocks and stand on them, but you can't pick them up.



Plot Your Course With The Magic Map

The subscreen map lets you know where you've gone, and also indicates the locations of secret entrances and of rooms above and below the one you're in. Rooms shown on the map with a white outline have areas above and/or below them that are worth your while to explore. Floating blocks that move will take you to an upper or lower room. Be careful not to vaporize them with a Purple Potion.



Kestibrock can be confusing at first, but it's a fantastic and unique gaming environment. Take the time to master Shadax's moves and whatever you do, have courage, only you can save your world!

CRYSTALIS™

You've been frozen in time for 100 years when you find the world has been transformed. Monsters and magic are everywhere, and the Kingdom of Draygonia is seizing power. It seems that you're not the only one who's been warming up. Now that you've been thawed out, you'll begin to unravel the mysteries hidden in this altered world and find items of power. Friends and wise people along the way will help you.

†HERO†



Give a name to the sleeping hero from the past. The Battery Pak can store two separate adventures.

†MESIA†



A companion from your own time has preceded you, but she is far ahead in the game.



ZEBU

REFRESH

Activate the Windmill then see Zebu.

PARALYSIS

On the path between Nadere's Inn and Poros.

Zebu the Elder is the first of the wisemen you'll meet. You'll see him in many places.



ASINA

RECOVER

Visit Asina behind the Estore room.

BARRIER

Learn to calm the Angry Box.

Asina's magic protects you and keeps you going. Meet her in secret places.

ACQUIRING THE EIGHT MAGIC SPELLS



TORNEL

TELEPATHY

Beat the Trainer in Tornel's hut.

TELEPORT

First, obtain the Tornado Bracelet.

Tornel is a master of keeping in touch. With his magic you can reach out and touch a lot.



KENSU

CHANGE

Paralyze the dancers in Swan.

FLIGHT

Pass through Hell alive!

Kensu's magic is powerful, but he likes to play hide and seek.



Your adventure begins in the town of Leaf, south of the Valley of Wind. Talk to everyone there and explore each building. Get the Sword of Wind from the village elder and a gift of money from Zebu, then buy the Tanned Hide. Now it's time to explore the wilderness, defeat tigers and blobs and earn money and Experience Points.



My oh my! The Windmill Guard is asleep and the Windmill has ground to a halt. Rouse that guard with the Alarm Flute.



VALLEY OF WIND



Enter The Cavern

You have been
warned. Do not enter.

Explore the cave to collect the Ball of Wind. Activate it to give your sword a higher power level.



Using the Ball of Wind, the Sword of Wind can blow down barriers in the cave; just raise the sword's power and fire.

The Best Sword For The Job

Some mutant monsters can resist blows from certain swords. Learn which sword not to use against each enemy by listening for a metallic pinging sound. It means you need to change swords.



Pick a sword from the first subsection.

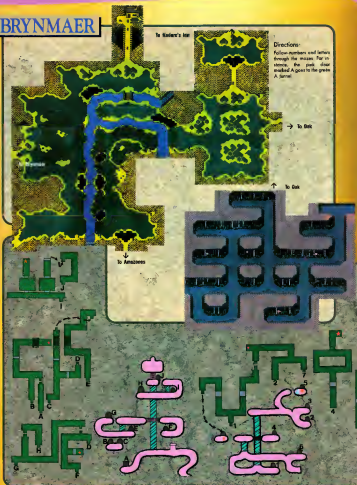
The Vampire

A lot is at stake when you meet the evil Vampire who lives in the cave. Use the full power of the Sword of Wind and make sure your Life level is full at the start.



The hero is quick enough to dodge most attacks; so learn the enemy's patterns of movement.

BRYNMAER



Through the tunnel from Leaf you'll reach the town of Brynmaer and its surrounding fields. Better shields are available in the armor shop and it's a good idea to get one. Listen carefully to Akahana and the other people, then march out to do battle with a fearsome force of axe flinging lions and mutant mushrooms. Cross the bridge and explore the tall grass, venturing both to the North and South to learn the secrets of this land.



Find Akahana's statue near the river and return it. He'll reward you with a Gas Mask to be used in the eastern swamp.



Find the lost child from Oak in the southern part of the swamp and the dwarves will honor you.



Visit Tornel

Defeat Tornel's trainer to earn Telepathy magic.



Return To Leaf

A rabbit in a hut tells you that the villagers are gone.



The General

General Kelbesque is waiting for you on the summit of Mt. Sabre. You'll win the Flame Bracelet if you defeat him.



Use the Sword of Wind to defeat the General.

ITEMS, TREASURES AND WEAPONS

| | | |
|--|-------------------------|---|
| | MEDICAL HERB | The Herb restores 32 points of Life Power and can be purchased almost everywhere. |
| | ANTIDOTE | Take Antidote when you've been poisoned by mutants or you'll keep losing life power. |
| | LYSIS PLANT | The Lysis Plant will restore your fighting ability when you've been paralyzed. |
| | FRUIT OF LIME | When turned to stone, take the Fruit of Lime to restore Normal movement. |
| | FRUIT OF POWER | Always carry a few of these items to recover some of your recent Magic Power loss. |
| | MAGIC RING | The Magic Ring will fill up your MP to its maximum level. |
| | WARP BOOTS | When you need to travel from one town to another, do it quickly with the Warp Boots. |
| | INSECT FLUTE | Get this to ask for your heroines then use it against the Monster Bug in the swamp. |
| | GAS MASK | The Gas Mask protects you from the poisonous fumes that fill the swampy air. |
| | POWER RING | Increase the strength of your sword two times when you use the Power Ring. |
| | RAPID FIRE RING | Allows you to shoot quick shots with your sword. |
| | RAINBOW NECKLACE | Boosts your sword's protective power to two times when used. |
| | SHIELD RING | Increase to two times the resistance of your shield when you use this ring. |
| | PENDANT OF DEO | A talking robot has lost his precious pendant. Return it for information. |
| | RABBIT BOOTS | Hop up big strides like an Arctio Hare when you wear the Rabbit Boots. |
| | LEATHER BOOTS | These boots allow you to walk on falling grass without losing life power. |
| | ALARM FLUTE | Warn up the Ladyforms with a blast of the Alarm Flute. |
| | WINDMILL KEY | Retrieve the key from the sleeping guard in the cave and use it to start up the windmill. |
| | JAIL KEY | Retrieve the prisoners from Leaf and find the key. Use it to open the iron gate. |
| | KEY OF STYX | At the top of Mt. Hydra use this key to enter the Dark world. |
| | LAMP OF FOG | Return this lamp to the hoodlum so he will send you his rainbow. |
| | SHELL FLUTE | Whenever he is, the Captain will come when you blow the Shell Flute. |
| | GLASSES | Once Oshin has given you the glasses, use them in the snake to die! |

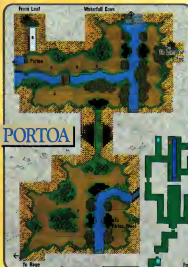
Going To Amazonas



To enter the village of Amazonas, you must use spell of Change to alter your shape.

Queen of Amazonas gives you Bow of Moon. You'll also find Buzzard Bracelet in other room.





Waterfall Cave

Use the Flute of Lime on the guards who've been turned into stone.



Another Flute of Lime can be used to restore Akahana. He'll give you the Shield Ring.



East of the underground river you'll find the Sword of Water.

Meet The Queen

Here you'll learn of a monster who lives behind a waterfall and of the mysterious Queen. Keep visiting the Queen until she gives you the Flute of Lime. You can buy Platinum armor, too, which can help protect you against the more dangerous enemies waiting for you outside the town. In the outside world you'll face buzz-bombing pods and axe throwing cats. The Sword of Wind and the Sword of Water are best here.



Help a Dolphin with Medical Herb, then look for the Pendant of Love.



Seek Out Rage

To the South is a hidden valley where Rage, Protector of the Sacred Lime tree, lives. He gives you the freezing Ball of Water.



Freeze the lake to reach Mesala's image.

Asina's Gift

If you return to the palace, Asina will give you the spell of Recover. Use this when you are poisoned or paralyzed.



STEPS TO GET YOU STARTED

Leaf and the Windy Valley

| | |
|---|--|
| 1 | Meet the Elder of Leaf |
| 2 | Buy an Alarm Flute. |
| 3 | Talk to Zabu |
| 4 | Wake up the guard in the Windmill Cave |
| 5 | Activate the Windmill |
| 6 | Get the Ball of Wind in the cave. |
| 7 | Defeat the Vampire |

Around Brynmaer

| | |
|----|---|
| 8 | Look for Akahana's statue |
| 9 | Return Akahana's statue. |
| 10 | Use Gen Maak getting to Oak |
| 11 | Learn Telepathy from Tornel |
| 12 | Rescue the lost child from Oak. |
| 13 | Get Sward of Fire in Oak |
| 14 | Defeat the Swamp Bug |
| 15 | Get Tornado Bracelet on Mt. Sabara |
| 16 | Visit Tornel again to learn the magic of Teleport |
| 17 | Talk to a rabbit in Leaf. |
| 18 | Go to Nadene's Inn on the mountain. |
| 19 | Talk to the men lying on the path. |
| 20 | Defeat the soldiers at the gate. |
| 21 | Obtain the Jod Key |
| 22 | Talk to all the prisoners from Leaf |
| 23 | Go to the top of the mountain |
| 24 | Defeat General Kobusque and win the Flame Bracelet. |
| 25 | Use the Jail Key. |
| 26 | See Zabu once more |

Around Partaa

| | |
|----|-------------------------------|
| 27 | Talk to the people of Partaa. |
|----|-------------------------------|

| | |
|----|--|
| 28 | Meet the Queen in her palace. |
| 29 | Perceive the Queen's guard and enter the area behind the Throne Room |
| 30 | Find the case behind the Waterfall |
| 31 | Use the Flute of Lime on stone soldiers. |
| 32 | Find the Sward of Water in the cave |
| 33 | Return to see the Queen |
| 34 | Go south and meet Hage |
| 35 | Listen to Melele's message |
| 36 | Talk to Asahine behind the Throne Room |
| 37 | Help the hurt Dolphin |
| 38 | Cross the river to find the LAMP of Fog, which you'll give to the lost owner |
| 39 | Across the river go through a cave, then into a valley to find the Kirisa Plant. |

The Angry Sea

| | |
|----|--|
| 40 | Ceil the Dolphin and ride on its back. |
| 41 | Find the Pendant of Love in a sea cave |
| 42 | Return to Partaa and see Asahine |
| 43 | Defeat Sabara the Sorceress |
| 44 | Meet Clerk in a basement of Zombie Town |
| 45 | Get the Broken Statue from an ex-zombie |
| 46 | Use Clark's glasses in the shed in Jod |
| 47 | Wake up Kenzo in the Lighthouse |
| 48 | Take the Broken Statue and GLOWING LAMP to the KAW. Rescue the Lostten Statue. |

Swan

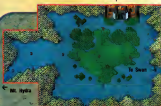
| | |
|----|---|
| 49 | Talk to Storm in the shed |
| 50 | Use Paralysis of the Inn to find Kenzo |
| 51 | Use Paralysis in the Dencenail |
| 52 | Go to Amazon, use Change and give the Kirisa Plant to Ayile |
| 53 | Use Change to get past guards near Swan |
| 54 | Visit Shyon and Mt. Hydra |

ITEMS, TREASURES AND WEAPONS

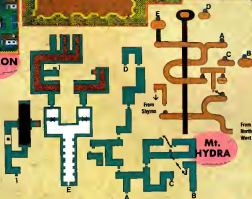
| | | |
|--|---------------------------|--|
| | BROKEN STATUE | It's not much use broken. You'll have to use the GLOWING LAMP to fix it. |
| | GLOWING LAMP | Use this to fix the Broken Statue. The statue is then reactivated. |
| | STATUE OF GOLD | Take the Statue of Gold to the Gen-Alder and claim the Angry Sea. |
| | PENDANT OF LOVE | A love on the southwestern coast of the Angry Sea. It's the Pendant of Love. |
| | KIRISA PLANT | Find the Kirisa Plant in a hidden valley near other plants to the east of Akahana. |
| | STATUE OF ONYX | Restore Katsuo to his true human form with this statue. |
| | BOW OF MOON | An arrow hits the Bow of Moon should be used against the Statue of Moon. |
| | BOW OF SUN | Use this bow against the Statue of Sun near the end of the game. |
| | BOW OF TRUTH | This must be used against the King of Shygon in the final struggle. |
| | FLUTE OF LIME | The Flute of Lime restores people who have been turned into stone statues. |
| | AKAHANA'S STATUE | Find it in the lost palace and give it to Akahana for the Gen Mask. |
| | BALL OF WIND | Increases the power of the Sward of Wind and allows you to destroy rock barriers. |
| | BALL OF FIRE | Increases the power of the Sward of Fire. |
| | BALL OF WATER | Once you have the Ball of Water you can break certain parts of oceans. |
| | BALL OF THUNDER | With the Ball of Thunder you'll be able to destroy iron structures. |
| | TORNADO BRACELET | Gives you full power for the Sward of Wind and easily destroys many enemies. |
| | FLAME BRACELET | Gives you full power for the Sward of Fire and helps you to destroy rock barriers. |
| | STORM BRACELET | Gives you full power for the Sward of Water with an excellent spreading wave of ice. |
| | LIGHTNING BRACELET | Gives you full power for the Sward of Thunder and wipes out all enemies on the screen. |
| | CARAPACE SHIELD | Made from the shell of a tortoise, it's the weakest shield. |
| | BRONZE SHIELD | This shield is adequate against the enemies around Brynmaer, Oak and Mt. Sabara. |
| | PLATINUM SHIELD | A strong medium level shield that is useful in the fields outside Partaa. |
| | MIRRORED SHIELD | The Mirrored Shield can reflect spells that would otherwise turn you to stone. |
| | CERAMIC SHIELD | Protects you against fire and flames in the later stages of the game. |
| | SACRED SHIELD | The Sacred Shield reflects spells that would otherwise paralyze you. |
| | BATTLE SHIELD | A strong shield for you in the fields and dungeons beyond Onyon. |
| | PSYCHO SHIELD | During the final battle you should be equipped with this most powerful shield. |
| | TANNED HIDE | It's all you can afford at the beginning of the game. |
| | LEATHER ARMOR | The Leather Armor gives you better protection against physical attacks. |
| | BRONZE ARMOR | Another step up in protective fighting gear. |
| | PLATINUM ARMOR | With the wall destruction it will be wearing this year. |
| | SOLDIER SUIT | For the serious, no-nonsense fighter as he makes his tortoise and fence. |
| | CERAMIC SUIT | Provides against the penetrating heat of Mt. Hydra's lava flows. |
| | BATTLE ARMOR | Once you've passed Mt. Hydra this suit of armor is useful. |
| | PSYCHO ARMOR | With this armor you can recover life without using magic or items. |

If you've followed these steps, you are well on your way to the final conflict. As you move on, explore everything thoroughly and save your game frequently.

↑ To Sea



SHYRON



Look For Kensu

Kensu is hiding somewhere in Swan. Use Paralysis to reveal him in a number of locations. Eventually he'll give you the magic spell of Change. Now you can warp back to Amazones, change your shape and get the Bow of Moon. Back in Swan you should buy the Ceramic Armor.



Some people will only help you if your appearance is changed dramatically.



THE VILLAGE OF SWAN

Under The Volcano

Kensu can give you the final magical spell, which allows you to fly over some types of obstacles. In Mt. Hydra there are lava flows that can be crossed only using Flight.



Seek the Sword of Thunder

The Meeting of The Wise

Here you will find the four wise folk who have guided your quest. Other people have come here too, hoping to challenge the growing might of Draygonia. Unbelievably, your journey is barely half done. Great danger and triumphs still lie ahead.



The four wise folk have done all that they can to help you. Now it is up to you and Mesia.



THE ANGRY SEA

SABERA'S ISLAND



In a room of the evil palace you'll meet a frightened man who says that Sabera is at the back of the chamber. Use the Sword of Fire at full power in order to reveal Sabera's hiding place and to defeat her.



Use the glasses to reach the lighthouse.



Pass through the sea cave to a town of Zombies. Sabera has put them all under a curse, so Sabera must be defeated to restore them.

Explore The Shore

Riding on the back of your trusty Dolphin, look for places you can land. There are several islands and caves. First go to Joel Island where there is a village. There you will learn about Clark, who is missing on the island to the West. Before you follow Clark, buy the Sacred Shield in Amazonas and explore the cave on the Southwest coast of the Angry Sea.



Once Sabera is gone, revisit the Zombie Town and Clark.

Using Clark's glasses you'll be able to reach the Lighthouse and find Kensu.



Castlevania III

Dracula's Curse







NINTENDO
POWER

GAME BOY™



DOUBLE DRAGON



PORTAGE OF PEAR



THE FINAL FANTASY LEGEND



SPIDER-MAN



WHEEL OF FORTUNE



PIPE DREAM



LOCK 'N CHASE



DEXTERITY



PENGUIN WARS



PAPERBOY

DOUBLE DRAGON™



Take a swing at the latest adaptation of the monster of street fighting games. Tradewest, the people who brought you the original Double Dragon for the NES, take Billy Lee on a new fight to save Marian from the Black Shadow Warriors. Two players can choose to match skills in a closed arena.



MISSION 1-1

The street is crawling with toughs looking for a fight. You don't want to disappoint them. Plow through this boulevard of broken bullies and move on to the warehouse.



MISSION 1-2



TO 1-3



MISSION 1-3



WEAR OUT ABOBO

This guy is strong! The only way to beat him is by punching and running. Eventually, you'll wear him down.



MISSION 3



Continue your mission on a wooded road and watch out for enemy ambushes. You're on your way to the headquarters.

THIS MARTIAL ARTIST HAS THE SAME BASIC MOVES AS BEFORE

Knock out the competition with a mix of punching and kicking moves that make them wish they'd paid more attention in Black Shadow Warrior training. The basic Punch and Kick are your meat and potatoes while you learn to make some fancier moves. After a couple of good straight punches to the same enemy, you'll knock them to the ground with a powerful uppercut. Let loose an Elbow Punch by changing direction while swinging. When you've got your opponent by the hair, change direction and you'll toss them over your shoulder. To jump kick, push the A and B Buttons simultaneously. Master these moves and you'll be a force to be reckoned with.



MISSION 2



TO 1-2



Wind your way around a series of ladders and moving platforms to battle with a Chintai Warrior. You'll have to perfect the Two Button Jump Kick at a moment's notice to get through this section of the city.



of the Black Shadow Warriors! Keep fighting!

Lindas like to hang out on this bridge. Jump first, then let your fists fly.

Go For The Boss Of The Black Shadow Warriors!

WIZARDS & WARRIORS X

Fortress Of Fear™

This New Version Of Wizards & Warriors For Game Boy Will Knock Your Armored Socks Off With Fun And Action

Kuros, the hopping hero from two NES versions of the hit Wizards & Warriors series, leaps into action once more. Amazingly, the action is very close to the NES games. Kuros climbs to new levels and battles enemies with his sword. Keys and treasure come in handy along the way, and at the end the evil wizard, Malkil awaits.



STAGE 1-0



From the start, work your way back to the left to claim the key. Take care when jumping onto the cloud.



To successfully leap across some of the wider gaps, stand on the lip of the ledge. Watch for enemies and arrows, too. Jump above an arrow or duck to avoid being skewered.



STAGE 1-1B



STAGE 1-1

A



To cross over wide gaps, jump to the platform then move to the far side. If the platform goes below the screen, you can still land on it.



Bats In The Belfry

When the Bat comes head on, drop to a lower ledge to avoid its first Attack, then jump up to the ledge where you enter the stage and stab at it.



STAGE 1-2



STAGE 1-3



→ TO NEXT STAGE

JUMP, LEAP, HOP, SKIP OR BOUNCE YOUR WAY TO VICTORY

Kuros must stay on his toes to survive the Fortress of Fear. His most critical skill will be accurate jumping. A few tips can help. 1) For long jumps, stand on a ledge so Kuros' toes stick over the edge. 2) Leap to a platform when that platform is moving down. 3) Defeat monsters that could get in the way before you jump. 4) Make maneuvers in the air.

Cloud hopping can take you where you want to go. On the cloud below, jump to the lower ledge for an extra life.



→ STAGE 1-1A



STAGE 1-1B



STAGE 1-1



STAGE 1-1

Further Into The Fortress

The fun has just begun for Kuros. Ahead lie many challenges. Remember to collect keys

and open treasure chests. The items you find will help you reach Malki.



THE FINAL FANTASY LEGEND™

DISCOVER A WORLD OF ADVENTURE IN THE FIRST GAME BOY RPG FROM SQUARE

A great Tower casts its shadow on the land. Legend says that this Tower leads to Paradise, but no one that has entered has ever returned (Would you?). The time has come for you to scale the Tower and find out for yourself if Paradise exists. Princes in the four largest floors hold the keys to the tower doors. Form a party of four adventurers and find a way to collect the keys.



WHEEL OF FORTUNE

GAME SHOW SPECIALIST, GAMETEK, RELEASES ITS FIRST GAME BOY TITLE

Now you can take the Wheel of Fortune with you wherever you go. Play with one or two contestants in three letter turning, puzzle solving rounds. This adaptation serves as a stripped down version of the NES game.



Choose a letter and keep track of which ones have already been tried.



Give the wheel a spin and hope for big money



LOCKN' CHASE

COLLECT THE CASH AND AVOID THE COPPER!

Make a clean getaway in a wacky bank heist race from Data East! Get the loot and run before you get cornered by the cops. Pac Man fans will love this one.



Cash in the diamond and temporarily turn the tables





the AMAZING SPIDER-MAN

**SWING FROM THE BUILDING TOPS
WITH MARVEL COMICS' GREATEST HERO!**

Join in on the web slinging action as Peter Parker, alias Spider-Man, goes against some of his most feared foes in a mad search through the city for his girlfriend, Mary Jane. Challenge the likes of Mysterio, the Green Goblin and Doctor Octopus in six super stages. It's from LJN.



Climb to the rooftops in Stage Two.



Jump over or punch evil henchmen.



Take the high route over city streets.

PENGUIN WARS



TABLETOP DODGE BALL!

Knock-out action and animal antics are what this easy to understand game from Nexoft is all about. The game begins with five balls on your side of the table and five on your opponent's side. You have 60 seconds to make sure that more balls end up on the other side of the table than you own. Toss the balls quickly and accurately. A direct hit will stun your foe temporarily. With a Video Link tournament, up to 10 players can go for the Penguin Wars crown.



Toss the ball and try for a super shot.



Win two out of three games and you'll take the title.

Dexterity



NIMBLE FINGERS SERVE YOU WELL IN A FAST PACED PUZZLE FEST FROM SNK

Dexter Dollittle's active imagination has conquered a world of panel flipping fun. Turn the tiles of 30 enemy packed stages before your enemies can turn the tables on you.



PIPE DREAM™

GET READY FOR A FAST, FUN AND CHALLENGING PLUMBING PUZZLER FROM BPS

There's no time to call a plumber! The pipes are about to burst and you've got to control the flow! Connect the pipes and stop the plumber's nightmare floor from spilling.



Connect pipes for a constant flow. If it spills too soon, you lose



The floor really flows in advanced rounds. Think fast!



PAERBOY™

MINDSCAPE FAITHFULLY DELIVERS THIS NES CLASSIC TO GAME BOY

Pedal straight through a wild week of newspaper slinging and obstacle dodging. The Daily Sun always delivers and so does this adaptation of the NES hit.



Your customers are counting on you!



New for Game Boy!

Teenage Mutant Ninja Turtles

Ultra is working on a five-stage adventure for the heroes in a half shell which is sure to be a huge hit. The Turtles are drawn very big with super detail and the play control is excellent!



Gowabunga! Here come the Turtles!

F-1 Race

All of the excitement of Formula One racing is packed into the pocket size format of Game Boy with this hot new title under development from Nintendo.

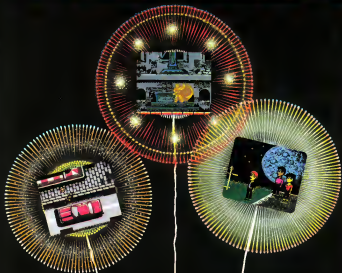


Go for the trophy with your own F-1 racer.

Here they are, the new entries to the Game Boy software library for 1990: Skate Or Die: Bad 'N Rad from Konami shreds! It features four long stages and two different points of view. Watch for the release of Konami's Quarth later this Summer. It's a super puzzle game that involves filling in geometric shapes and has some of that great Tetris-like appeal. Activision is busy developing a heavyweight boxing game that features a view of the entire ring that goes into a close-up when the fighters start punching. Irem is working on a game that has similarities to R-Type, which they originally developed. Watch for a Game Boy version of Taxan's newest NES game, Burai Fighter. Also, get ready for Game Boy versions of two great board games from Milton Bradley, Mousetrap and Scrabble!

TAKE A LOOK AT WHAT'S IN STORE FOR THE FUTURE!

PREVIEWS



NEW TITLES
CASTLEVANIA III
MANIAC MANSION
MISSION: IMPOSSIBLE

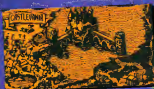
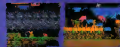
Castlevania II Dracula's Curse

The Belmont Family
Tradition Continues

A New Gothic Epic

Konami is bringing one of the greatest NES adventure settings back to the NES this fall in *Castlevania III: Dracula's Curse*. Set 100 years before Simon's Quest, an ancestor of Simon Bel-

mont has been summoned to foil the Count's plans in the 15th Century. Although it resembles the original *Castlevania* at first glance, *Dracula's Curse* has better graphics, sound and best of all—a huge new world full of hair-raising creatures to explore!



Castlevania has changed slightly in 100 years, but it's still the most ghoulish place on Earth!



Friends Of The Family

A century before Simon's heroic deeds, the Belmont family has been driven out of Castlevania. But when Dracula returns through evil sorcery, the people call for a hero. A lone member of the Bel-

mont family remains in Castlevania, an ancestor of Simon, Trevor Belmont. Although he starts out his quest alone, he will encounter three unique and powerful friends to help him defeat Dracula.

PREVIEWS



TREVOR BELMONT

Heroic Master Of The Whip



The valiant vampire hunting tradition of the Belmont family is carried on by Trevor Belmont. A tough fighter with a brave heart, Trevor learns to ill will towards the people of Castlevania for driving his family and join to their cause.



GRANT DANASTY

Wall Climbing Thief



Once a thief, Grant honed his wall climbing and acrobatic skills to superhuman levels. Now a hero, he fights using a needle sharp dagger, which although not a powerful weapon, gets the job done.



SYPHA BELMADES

Mysterious Wizard



Sypha comes into the very essence through the use of magic. He attacks using magic based fire, ice and wind. Like most students of magic, Sypha is physically weak, but the might of his spells makes up for this in battle.



ALUCARD

Rebellious Son Of Dracula



Even in the 19th Century, teenagers had parent problems, so why should the son of Dracula be any exception? As Alucard helps Simon, he attacks by flinging fireballs, and like all vampires, he can turn into a bat!



More Super Features Make Castlevania III A Winner!

After you complete an area of Castlevania, you'll be given a choice of routes to take. And at cer-

A BIG GAME FOR A BIG HERO

The Castlevania of Dracula's Curse is a vast land full of treacherous terrain and foul enemies. Trevor and his companions must thoroughly explore every road and location in the land to foil Dracula's evil plans of European domination.



Take any road you like, but be sure to explore everywhere!

tain points in the game, you'll meet one of your friends, who you can take with you on your adventure. After you meet another character,

EASY-TO-USE PASSWORD

Castlevania III's password system is somewhat similar to that used in Mega Man II, in that it uses a grid with symbols on it instead of letters and numbers. With no letters to confuse or mis-copy, it makes entering your password correctly a cinch.



Before you enter the symbols onto the password grid, you'll have to enter the name that matches them.

you can switch from Trevor to that character and use his special powers.

"So, mortal man again foolishly pits himself against my undead forces. As I defeated all the others, so shall I defeat you and your puny helpers! You have been warned Trevor Belmont."

Dracula

Maniac Mansion



SYD

He had a few piano lessons as a kid and now he wants to open for Madonna. He may never get the chance, though, unless he can make a totally excellent demo tape and keep from becoming tentacle bait.



DAVE

If Sandy hadn't been kidnapped, Dave would never have discovered that he was a hero or that aliens love Pepsi and waxed fruit.

BERNARD



From the day he converted his Walkman into a useless pile of components, he's been trying to put things back together.



JEFF

What's a grumpy dude like Jeff doing in a place like this? Not catching mondo waves, but fixing phones.



WENDY

Wendy plans to write a Pulitzer Prize winning memoirs.



SANDY

Some Earth girls may be easy, but Sandy's no push-over. As a cheerleader it's her job to be optimistic.



MICHAEL

Whenever you're dealing with extra-terrestrials it's a good idea to bring a photographer in case things develop.

RAZOR



Along with Syd, Razor wants to start a band and rock the galaxy. After all, music is a universal language.

IT'S WILD, IT'S WEIRD, IT'S...

... **Maniac Mansion**—the diabolical creation from Lucasfilm Games and Jaleco. It's a lot of stories

wrapped up in one game and the ending is determined by your actions. It's Cut Scenes and an

interface based on words (not buttons). It's horror and humor and hamsters on toast!

**Lights Comep, Aliens, Action!
Cut Scenes Give You The Big Picture.**



Strange tastes and broken machines aren't the whole story in **Maniac Mansion**. The use of Cut Scenes shows you what's going on in other parts of the house, and many scenes may reveal secrets, that is if you think like a programmer from Mars.



Why is Ed so hungry?



Does Sandy have a chance?



Bomb of the Month Club?

**It May Be Rude To Point But
That's How To Get Things Done.**



In **Maniac Mansion** characters can do almost anything real people can do. The uniquely interactive control is based on word commands. By pointing at command words and objects or directions, you tell the character what to do.



Point at Use, at the Cassette Tape, then at the Cassette Recorder so Razor can make a demo tape.



THE MANIACS

Who are these people and what are they doing with their lives? That's what Dave and his friends are trying to find out while rescuing Sandy and staying alive.



Nurse Edna

More attractive things have been found growing in industrial waste, so do yourself a favor, just talk to her over the phone.



Weird Ed

He's worried about his dad and wants to help by staging a commando raid on the house.



Dead Cousin Ted

The thing about Ted is that he's actually dead. So what's he doing in the tub?



Green Tentacle

He'll be bigger than Elvis, if only his music is discovered. Thing is, he's terribly shy and insecure.



Purple Tentacle

He's Dr. Fred's personal pet and he doesn't take kindly to interfering humanoid teenagers.



Meteor

He has a chip on his shoulder the size of a rock. What does he have against humans?

WHAT'S GOING ON, TUNA HEAD?

Solving problems is a matter of looking for relationships. Some problems can be solved in many different ways, all of them weird.

To develop a photo you'll need developing fluid. Use the sponge to soak up the spilled fluid.



MORE MADNESS...

... is coming in a future issue. Until then, don't talk to Edna alone!

MISSION: IMPOSSIBLE

A NEW ASSIGNMENT FOR THE IMF TEAM: OPERATION NES!

The *Impossible Mission* Force has carried out one incredible assignment after the other in television. Now it's time for their most challenging test of infiltration and espionage yet, and it's coming soon to the NES from Ultra. In the tradition of *Metal Gear* and *Gruka's Revenge*, the emphasis is on great graphics and an extra challenging action mission. Join the team and save the world!

THE IMF TEAM

As special agent Jim Phelps, you command a team of three experts who must save the brilliant Dr. Q and Shannon Reed from the hands of the Sinister 7.

You can choose each team member for attributes based on their areas of expertise.



Team leader Jim Phelps controls the IMF agents.

Shannon Reed works from the inside as Dr. Q's assistant.



Max Hurt works as the explosives expert with remote control bombs.

Grant Collier is swift and powerful. He also knows electronics.



A master of disguise, Nicholas Black can give enemies the slip.

TRAVEL TO EXOTIC LOCATIONS!



The
Canals Of
Venice



An
Ancient
Temple

The
Coast Of
Cyprus



The
Swiss
Alps



FACE INCREDIBLE ODDS!



Half
Intruder!

The Sinister 7 have planned out every last detail of their diabolical scheme. Armed evil agents are everywhere. Surveillance equipment tracks the moves of even the most cautious infiltrators. Boobytraps and surprises are set at every turn! Be careful and move quickly.



You'll need a pass to get by the gate.



Well-mounted surveillance cameras!



You'll have to go.



Some traps are well hidden.



Find the switch to close the pit.



Well, there's no looking back! No peeking the combination dials.

PREVIEWS



A NEW VIEW!



Since the action is shown with an overhead view, you'll be able to keep an eye on the enemies from all angles.

WORK BEHIND ENEMY LINES



GET INFO



SHUT OFF TRAPS

Find hidden switches to shut down the Sinister 7's evil machinery. Try to go undetected and never moving to save Dr. O!



TOP 30

After two full years of covering the best games for the NES, we thought it would be fun to compare the hot games in that first issue with today's best. Back in July/August 1988 *The Legend of Zelda* was number one, *Punch-Out!!* was number two, and the third spot was held by *Metroid*. Check out our current leaders below.

Use this key to find out how your favorites are doing.



These titles are new to the Top 30. Keep a close eye on them.



Games that are really on the move. These games have jumped up several places on the poll.



Favorites that have maintained their popularity among the Top 30.



1

18,710
POINTS

SUPER MARIO BROS. 3

Talk about blowing away the competition, SMB3 leaves them in the dust, more than tripling the points of 2nd place *Batman*.



2

5,735
POINTS

BATMAN

The Caped Crusader is out to clean up more than just Gotham City. He's doing pretty well on the NES, too.



3

5,532
POINTS

SUPER MARIO BROS. 2

The second adventure of Mario and his friends remains a winner. No one seems to get tired of the World of Dreams.



4

5,145
POINTS

MEGA MAN II

Such popularity doesn't bode well for Dr. Wily and his malevolent, mechanical monstrosities.



5

4,315
POINTS

ZELDA II—THE ADVENTURE OF LINK

There must be some kind of magic going on in Hyrule to keep both Link and Zelda in the top 10 for so long.



6

4,166
POINTS

TETRIS

You don't have to be a square to love a block party like this, no matter how the Tetrads fall.



7

4,034
POINTS

THE LEGEND OF ZELDA

Two years ago Zelda was number one. We can only wonder how high this classic will be ranked two years from now.



8

3,867
POINTS

TEENAGE MUTANT NINJA TURTLES

With their own movie wowing fans across the nation, the four fighters are still riding high and looking green.



9

3,397
POINTS

TECMO BOWL

The Tecmo Bowl Wave is rolling 'round the nation. Luckily, there's no penalty for noisy fans.



10

3,279
POINTS

SHADOWGATE

Heroic games of fantasy have captivated die-hard adventurers for years, but never so many as with Shadowgate.

11 2,967
POINTS

NINJA GAIDEN

12 2,863
POINTS

DOUBLE DRAGON

13 2,619
POINTS

DISNEY'S DUCKTALES

14 2,610
POINTS

DRAGON WARRIOR

15 2,226
POINTS

THE MAGK OF SCHEHERAZADE

16 2,022
POINTS

WILLOW

17 1,796
POINTS

MIKE TYSON'S PUNCH-OUT

18 1,676
POINTS

METROID

19 1,479
POINTS

BIONIC COMMANDO

20 1,044
POINTS

THE GUARDIAN LEGEND

21 1,033
POINTS

SUPER C

22 952
POINTS

MEGA MAN

23 971
POINTS

THE ADVENTURES OF LOLO

24 954
POINTS

BLASTER MASTER

25 968
POINTS

ULTIMA

26 950
POINTS

WRATH OF THE BLACK MANTA

27 808
POINTS

BAD DUDES

28 806
POINTS

METAL GEAR II: SNAKE'S REVENGE

29 786
POINTS

BASEBALL STARS

30 705
POINTS

FESTER'S QUEST

COUNSELORS' CORNER!



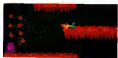
SUPER C

HOW DO I DEAL WITH THE PODS IN STAGE SEVEN?

If you get too close to the strange pods in this challenging stage, aliens will emerge and attack. To make sure that they never come out, position yourself on a ledge before each pod and fire at them with the Spreader. There will be explosions if you're on target, but no noticeable damage to the pods. Continue to fire

for about ten seconds. When you approach the pods after this bar-

rage of fire, you'll find that the aliens inside have been defeated.



Wait and fire.



Advance past the pods unharmed.

SHADOWGATE

WHERE IS THE SILVER ORB? HOW DO I ENTER THE PASSAGE TO THE LEFT IN THE GARGOYLE ROOM?

Now that you have found a passage behind the Throne of the King, you are very close to the heart of the Castle Shadowgate. You'll find a door to the right in the room of stone Gargoyles. Enter this passage and you will go to a room flowing with lava. In that room, recite the spell of Motari. If you don't have the spell of Motari, return to the Library and read the

books while using the Glasses that are in the desk. After you recite the spell of Motari in the lava room a bridge will appear and take you to a room with three Levers. If you use the Levers in the correct order (which is illustrated on the stairs in the Sphinx room) you will receive the Silver Orb. Return to the Gargoyle room once you have the Silver Orb and blind the Gargoyles by reciting the spell of Illumina.

Then pass under the Gargoyles and go to the left. In the next room you'll find a well. Toss the Big Coin, which you received at the look-out point, into the well and ride the wind down to the bottom!



Study the stairs in the Sphinx room.



Use the Levers in the order shown in the Sphinx room to receive the Silver Orb.



Speak the spell of Illumina to blind the Gargoyles.

CODE NAME: VIPER

HOW DO I EXIT HIDDEN ROOMS WITHOUT BEING AMBUSHED?

Your mission through the hostile South American jungle is riddled with dangers at every turn. Weapons, ammunition and prisoners wait be-

hind revolving doors. While you're checking the hidden rooms, enemies can sneak up and attack when you come out. To make sure that you emerge from the rooms at

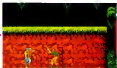
opportune times, press and hold Up on the Control Pad to stay inside and then release to leave when the coast is clear. This way, you'll be able to turn the tables and catch your enemies off guard.



Press and hold Up on the Control Pad



Continue to hold Up and wait.



Get out and go!

THE MAGIC OF SCHEHERAZADE

HOW DO I ENTER THE FIRE PALACE AND DEFEAT THE SALAMANDER?

The Fire Palace is in Chapter Four. You'll have to travel into the Past to find it. The only way to enter the lava pit that surrounds the Fire Palace is by wearing the Holy Robe. Find

Gubibi in the Palace in the Present to receive the Holy Robe. Then go back to the Past, sink into the lava pit and explore the Fire Palace. The Salamander in the Palace can only be beaten by a Magician. Change

into a Magician using the Moscom in the room located to the left of the Salamander. Return to the Salamander and use the Crystal to defeat it.



Find Gubibi in the present.



Use the Holy Robe to enter the Palace.



Change into a Magician and defeat the Salamander.

GAME PLAY COUNSELOR PROFILES



Name: Mike Snyder

Became GPC: December, 1989
Hobbies: BMing, Video Games and Camping
Highest Game Score: Finished Bionic Commando in one life
Favorite NES Game: Bionic Commando



Name: Dean O'Connor

Became GPC: June, 1989
Hobbies: Bowling, Electronics and Music
Highest Game Score: First GPC to finish Super Mario Bros. 3
Favorite NES Game: Tetris



Name: Rich Richardson

Became GPC: March, 1989
Hobbies: Motorcycles, Hard Rock, Tapes and CDs
Highest Game Score: First GPC to finish Hudson's Adventure Island
Favorite NES Game: Super Mario Bros. 3



Name: Dane Emerson

Became GPC: April, 1989
Hobbies: Computers, Electronics, Sports, Video Games and Aircraft
Highest Game Score: Finished both Bionic Commando and Strider in one day
Favorite NES Game: Bionic Commando

BATMAN

HOW DO I DEFEAT THE DUAL-CONTAINER ALARM IN STAGE 4-4?

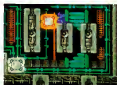
At the heart of the abandoned Laboratory you'll find two heavily armored vehicles working together to defeat all intruders. In the corridor that leads to the alarm room, make sure that you jump up so that the ceiling is visible. Then stay on the right side of the Drop Claw, kneel and punch the dropped

Bombs. Collect the items that the Bombs have left and Power-Up. As soon as you enter the Alarm Room, Wall Jump to the left edge of the center platform, face left and kneel. As the vehicles approach, punch them quickly. When the vehicles are on opposite sides of the room, drop down to avoid crossfire and then quickly return

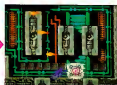
to the center platform. After you have defeated one of the vehicles, the other one will slide back and forth on the floor and shoot fire bombs upward. To combat this change in attack methods, drop to the floor, move to the far left and fire at the vehicle. When the vehicle gets close, punch rapidly and finish it off.



Jump up to reveal the Drop Claw and Power-Up



When you enter the alarm room, jump to the center platform



When one vehicle remains, hit the ground and attack!

BATMAN

HOW DO I DEFEAT THE FIREBUG IN STAGE 5-2?

The incredible Firebug is all that stands between you and a one-on-one confrontation with the Joker. A fight with this creature is much more than a warm-up, though. He sends out super powerful bursts of atomic fire that will send you reeling. When you enter the room, the Firebug will charge. Stay on the left side of the room and fight him off with the Dirk. He will back off and throw Fireballs while jumping from the center of the room to the far right edge. Jump over the Fire-

balls when they get close and fire the Dirk when the Firebug lands. If you run out of weapons, move to

the right slightly, continue to jump over the Fireballs and punch the Firebug when he gets close.



Fight off the Firebug as soon as you enter the room.



Jump over the Fireballs and use the Dirk!



I'm waiting for your letters.

Write to:

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P.O. Box 97033
Redmond, WA 98073-9733

Call us!

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are on call from 4:00 am to
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SUMMER FUN AND GAMES!

New Games *Now Available*



Captain Skyhawk
Little League Baseball
Spot
Dragon Spirit
Dungeon Magic

MILTON BRADLEY PRESENTS

Captain Skyhawk

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CAPTAIN SKYHAWK™

Blast off for a barrel rolling multi-mission attack on enemy forces with a new kind of flight simulator from Milton Bradley. As ace pilot Captain Skyhawk, you've got your work cut out for you; soaring over 3-D landscapes, destroying enemy camps and saving scientists so that the secret weapon doesn't fall into enemy hands. Fly steady, watch your speed and get ready for a battle with a strange alien base!



FLIGHT SIMULATION AND ALL-OUT ACTION!

Two types of missions with two different viewpoints add to the versatility of this action-packed game. In land missions the action is seen from overhead so that you can easily steer around obstacles. In open air combat missions the view is from behind for accurate shooting.



EARN CREDITS TO BUY SPECIAL WEAPONS

For every enemy fighter plane you destroy in the open air combat missions, you'll earn a credit towards the purchase of special weapons. It's important to be an accurate shot from the very beginning and, using your credits, build up a super powerful plane for advanced stages.



Use Missiles to hone in on enemy fighters.

Get extra Cannons for rapid fire.



Hawk Bombs take out multiple enemies.



BLAZE OVER LAND WITH SUPER CONTROL

In the land missions, speed, altitude and steering are easy to control. Perfect the barrel roll and you'll be a force to be reckoned with. Extra Cannons are super useful to pick off all the enemies and earn 1-Ups.



Fly by obstacles and take out enemies.

Press Select for a barrel roll.



TAKE ON A FLEET OF FIGHTERS

It's you against the world in open air combat missions. Lock on enemy fighters and blast them with your guns. Save Missiles for oncoming planes. They're not in sight for very long, so you need to act fast.



Use Missiles to take out quick planes.



Stay in the center of the screen to avoid being caught off guard.



BLAST THE BASE



Enemy Bases fire from several places. Keep shooting and fly by.



If you move quickly you'll be able to avoid the fire and disable the base.

SAVE THE SCIENTIST



In scientist saving missions, the walls are closer and bases fire more rapidly.

DOCK FOR SUPPLIES

The Space Station rotates to maintain its artificial gravity. When it comes time to dock, line up your plane just right and dock when the opening is horizontal.



Take it down.



Bring it in.



You made it!



LITTLE LEAGUE BASEBALL™

Baseball, the great American pastime, has gained popularity around the world thanks in part to Little League Baseball. To honor the 50th Anniversary of Little League Baseball, SNK created Little League Baseball Championships, a great new baseball game that's similar enough to Baseball Stars to be a sequel (or "prequel") but has fresh features that make it a whole new ball game!



© SNK Corp. of America 1989

IT'S CHAMPIONSHIP TIME!

Baseball kids are gathering from all over the world for the play-offs to prove who's No. 1. To get to the championships, your team will have to advance through three grueling rounds of competition.



PLAY EXHIBITION OR CHAMPIONSHIP MODE

Exhibition play lets two teams go at it for a single match, giving you a chance to get a real feel for the game. In Championship Mode, you can set up a new series and pick which teams you control, and which are played by the computer. Of course, it's also possible for two human players to go head-to-head. A password will save your standing in the series.



The field is the same no matter where you play



You won't all the way!

PLAY CONTROL LIKE BASEBALL STARS

If you liked Baseball Stars, you'll enjoy the familiar play control of Little League. A new feature of Little League is the ability to shift players in the field, depending on the game situation, using real managerial strategy. Even though you can't see the fielders in the batting/pitching screen, you'll know they're in the right position.



Infielders move in to field the bunt.



Infielders play near their bases.



Infielders shade slightly behind the baseline.



Infield deep to prevent extra base hits.

POWER ANALYSIS MODE

Before you pick the team you want to take to the championships, you can analyze the strengths of each of the 15 teams. In the Power Analysis mode, a graph will rate the team in Batting, Running, Defense and Pitching. In addition to the team analysis, each individual



If you're just starting, play as the awesome New York team

player on a team has a skill rating in batting and pitching. Following Little League rules, free substitution is possible, and any team member can play any position. If your pitcher gets tired and the guys on the bench are weak, try substituting an infielder or outfielder.



For a real challenge, try taking the weaker Italian team all the way.

WHO NEEDS ANOTHER BASEBALL GAME?

Admittedly, there are many baseball games available for the NES, and many players already have favorites. But if you want a new diamond simulation with a slightly different feel and a touch of humor, try Little League Baseball.



Win Or Lose,
Do Your Best!
Play Ball!



© The Seven-Up Company 1990 © 1990 Arcadia Inc.

SPOT™

If you watch television, you're probably familiar with the Spot, that mischievous prankster from the 7-Up commercials. In the ads, the Spot can pop up almost anywhere, so it was only a matter of time before it infested the NES. Arcadia Systems, a new NES licensee, is bringing out Spot, a board game style strategy challenge featuring the Spot.



SIMPLE RULES, COMPLEX CHALLENGE

Spot's rules are simple, but the game's subtle strategy makes it complex. Opposing players attempt to dominate the board with their color of chips. Any time you place your chip next to your opponent's chips, all the chips bordering your chip will be turned to your color. The game is a see-saw battle for board supremacy.



Choose a piece to move. If you move it into an empty adjacent square, you will clone your piece.



You can also skip over one square, but you won't clone your piece, and you'll leave behind an empty space.



You can move your piece in any direction as long as it is within two spaces from the spot you started in.

FOUR CAN PLAY WITH A FOUR PLAYER ADAPTER

Spot makes a great party game when four players get together for a double head-to-head play. Spot can be played with up to four players, with any combination of human and computer players.



SELECT OPTIONS

Several options are available to customize the game. You can place time limits on each player (5, 10, 20, or 30 seconds), change the skill level of the computer opponent and play with or without the animated Spot characters. It's a very versatile game!



HUMOROUS ANIMATION ADDS TO SPOT'S FUN!

As you play, you can choose to have an animated Spot character follow your moves. The Spot's 35 possible movements are smoothly animated, and the actual move the Spot makes will depend on your move.



EDIT MODE

Spot contains 512 pre-made boards, plus an Edit Mode where you can modify boards to create your own. Combine the ability to create boards with the other customizing aspects of the game, and Spot can provide an unlimited challenge.



Design your own wacky or challenging board

CARTWHEEL



DIVE



FIND THE SECRET SPOT SQUARES

At certain points in the game, you will be given the chance to play the Bonus Machine. Line up three identical symbols— Spot, 7-Up, Cherry or Arcadia—and win prizes ranging from a free turn to a piece swap with another player. Give it a spin and win!





DRAGON SPIRIT TM THE NEW LEGEND

In the fantasy world of Dragon Spirit, a demon's reign of terror has plunged the people into despair. If this game followed the pattern of many action games, you would expect a muscle bound warrior or sleek starship to come to this world's rescue, but now the hero of this game is a ferocious fire-breathing dragon. From Bandai comes this faithful adaptation of the classic arcade "fly & fight" game, Dragon Spirit.



PLAY THE PROLOGUE TO DECIDE YOUR SKILL LEVEL

Start your new legend by reliving a battle from the past between your father King Arum and the demon Zawel.



Shoot Zawel when his staff is raised and avoid his boomerangs.

TIP THE SCALES IN YOUR FAVOR WITH OPTIONAL WEAPONS!

Even though you "fly" a dragon you can still collect optional weapons to make yourself more powerful. To reveal options, shoot flashing enemies or bomb the colored eggs on the ground.

| | | | |
|---|--|--|--|
| FIRE Increases your rate of fire. | SMALL Decreases the size of your dragon. | WIDE Returns your dragon to normal. | EARTHQUAKE Lets you spit earthquake bombs. |
| INVINCIBLE Grants temporary invincibility. | SPEED-UP Makes your dragon fly faster. | OPTION Creates two mini-dragons to help. | WIDEFIRE Turns your weapon into a fan of flames. |
| POWER-BOMB Spit bombs that destroy enemies. | EXTRA DRAGON Gives you another chance in battle. | SCORE-UP Awards you with bonus points. | POWER-DOWN Takes away some of your power. |

GOLD DRAGON MODE (FOR BEGINNERS)

If you lose the battle with Zawel, you'll start the game as a Gold Dragon, skip most of the stages, and in the end you'll find the whole adventure was just a dream.



Get a cute dream ending in the Gold Dragon mode, then play as a Blue Dragon.

BLUE DRAGON MODE (FOR ADVANCED PLAYERS)

Defeat Zawel and play the real game of Dragon Spirit as a Blue Dragon. Battle through all nine stages, and you'll get a different, "good" ending. The Blue Dragon has less life force, for a more challenging game.



AREA 1 THE PALEOZOIC ERA

In this stage, an ancient turtle dragon spews flames at you from miles away. Give him a taste of your own fiery breath weapon.



AREA 2 VOLCANO

Avoid the geysers of flames in your path, and be ready for the attacks of living fire beings from the lava.



AREA 3 JUNGLE

Bomb the giant plant at the end of the jungle to defeat it.



AREA 4 GRAVE YARD

A giant skeletal dragon awaits you at the end of this desolate area.



Dungeon Magic™

SWORD OF THE ELEMENTS

TAITO

© TAITO 1989

GAME CREATED & PROGRAMMED BY NATSUME

IMPORTED BY NINTENDO OF AMERICA, INC.

© Taito 1989

DUNGEON MAGIC™

A new experience in adventure gaming for the NES has been created by Taito. What's so new about Dungeon Magic? Just about everything. The view, for one, is exactly what the hero would see. By turning and moving, new vistas open up in real-time, and clues and dangers are revealed. In addition, the variety of magic spells is truly awesome. There is a spell for every situation—good and bad.



FIGHT AND PARRY

Both dungeons and overworld areas are teeming with enemies. Usually they'll appear a step or two ahead of you, giving you little time to react. Step back to Parry the first blow and look quickly around to see if other enemies are present.

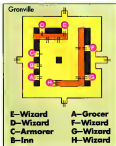


AROUND THE TOWN

In Granville town you'll want to speak with everyone you meet. At first, it will be difficult finding your way. Watch your compass and follow the map below. Visit all the shops and wizards.



People in every town are a great source of information. Write down their clues.



THE OVERWORLD



- A. Granville
- B. Grades Castle
- C. Gron
- D. Fire Sword
- E. Fire of Serpents
- F. Sello Sanctuary
- G. Delrus
- H. Pitfall
- I. Sara Spring
- J. Dragon King Cave
- K. Warrior Hill
- L. Bell
- M. Legendary Temple
- N. Cape of Wind
- O. Keme Cave
- P. Zondor
- Q. Darius Moe
- R. Sull
- S. Dungeon of Doom
- T. North Tower

SEE THE KING

Leave the town through the North Gate and walk to the castle. Inside, turn Left, Right, Left and Right again to reach the King and Queen in the center of the castle. There you are told to seek the great sword called *Tores*.



MULTIPLE MAGIC

Dozens of magical spells are yours if you help the wizards recover the lost swords of magic. By choosing magic symbols in different combinations, weave spells to attack enemies or heal your wounds.



A GREAT CHALLENGE

It won't be easy defeating Darcas. At first, the hero's-eye view may be confusing. Make maps of all new areas and use the compass.





NES ACHIEVERS

Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

| | | | | | | | |
|---|-------------------|-------------|--|------------------------------------|------------------------|------------|--|
| ■ 1943 | | | | ■ GALAGA | | | |
| David Correa ▶ | Hayward, CA ▶ | 2,518,700 | | Ryan Koenig ▶ | Greeney, CO ▶ | 3,506,980 | |
| Steve D. DeBoer ▶ | Wyoming, MI ▶ | 1,584,000 | | Robert Locke ▶ | Leesville, LA ▶ | 1,171,170 | |
| ■ 720* | | | | ■ GODZILLA | | | |
| Mark Garcia ▶ | DeKalb, IL ▶ | 654,300 | | Michael Arnold ▶ | Hilton, NY ▶ | 11,102,640 | |
| ■ THE ADVENTURES OF BAYOU BILLY | | | | ■ GYRUS | | | |
| Sean Stathery ▶ | Boston, MA ▶ | 999,999 | | Mike Moore ▶ | Phoenix, AZ ▶ | 9,999,990 | |
| ■ THE BATTLE OF OLYMPUS | | | | ■ HUDSON'S ADVENTURE ISLAND | | | |
| Sean Conley ▶ | New Albany, NJ ▶ | Finished | | Patrick Durham ▶ | San Francisco, CA ▶ | 391,210 | |
| Eric Karnes ▶ | Roanoke, VA ▶ | Finished | | Jennifer Tyl ▶ | Sterling Heights, MI ▶ | 337,070 | |
| Dwight Karr ▶ | Anchorage, AK ▶ | Finished | | ■ IRONSWORD | | | |
| Pierre Langlois ▶ | Montreal, PQ ▶ | Finished | | Craig Stimmel ▶ | Colville, WA ▶ | 594,193 | |
| The Longworthy Family ▶ | Tustin, MI ▶ | Finished | | ■ KUNG FU HEROES | | | |
| Chris Weigle ▶ | Milwaukee, WI ▶ | Finished | | Kevin Vogel ▶ | Wichita, KS ▶ | 1,580,500 | |
| ■ BOMBERMAN | | | | Tee Lee ▶ | Baltimore, MD ▶ | 1,141,000 | |
| Laszlo K. Fother ▶ | Sacramento, CA ▶ | 999,999,990 | | Seth Roby ▶ | Robins AFB, GA ▶ | 1,097,300 | |
| Bob & Fran Hembree ▶ | Portland, OR ▶ | 999,999,990 | | ■ THE LEGEND OF KAGE | | | |
| Carrie Gotart ▶ | San Pierre, IN ▶ | 999,999,990 | | Luise Lutz & Jennifer Scarni ▶ | Levittown, NY ▶ | 365,000 | |
| ■ A BOY AND HIS BLOB | | | | ■ MAPPYLAND | | | |
| John M. & John J. Nallo ▶ | Rome, GA ▶ | Finished | | Tom Schenkel ▶ | New Glarus, WI ▶ | 266,850 | |
| ■ CASTLEVANIA (GAME BOY VERSION) | | | | Norma Bohlen ▶ | New Glarus, WI ▶ | 244,570 | |
| David Rosen ▶ | Stroudsburg, PA ▶ | 2,900,220 | | ■ MEGA MAN | | | |
| ■ COBRA TRIANGLE | | | | Mike Gann Jr ▶ | Enterprise, AL ▶ | 277,900 | |
| Dave Ingleson ▶ | Manchester, NJ ▶ | 944,700 | | ■ MICKEY MOUSECAPADE | | | |
| Erk Burneyko ▶ | Kearney, NJ ▶ | 937,600 | | Edward Lioh ▶ | Lancaster, PA ▶ | 9,999,990 | |
| Michael Poirio ▶ | Easthampton, MA ▶ | 912,350 | | ■ MILLIPEDE | | | |
| ■ DIG DUG 2 | | | | Jason Tarshe ▶ | Campbell, CA ▶ | 415,600 | |
| Eric Z. Moyer ▶ | Reading, PA ▶ | 116,600 | | William Smiley ▶ | Marshall, IL ▶ | 220,747 | |
| ■ DISNEY'S DUCK TALES | | | | ■ NINJA GAIDEN | | | |
| Martha J. Trice ▶ | Detroit, MI ▶ | 23,591,000 | | Chad Kappes ▶ | Tuscola, IL ▶ | 999,900 | |
| ■ DOUBLE DRAGON II: THE REVENGE | | | | Sam Martin ▶ | Archie, MO ▶ | 999,900 | |
| Bob Ward ▶ | Brooksville, OH ▶ | 369,000 | | Ryan Sanders ▶ | Portland, OR ▶ | 999,900 | |
| ■ FIST OF THE NORTH STAR | | | | Bill Schatz ▶ | Muskogean, MI ▶ | 999,900 | |
| Jason & Shaun Thomas ▶ | Calgary, AB ▶ | 1,585,400 | | Jason Weekley ▶ | Eugene, OR ▶ | 999,900 | |

■ NOBUNAGA'S AMBITION

| | | |
|------------------------|-------------------|----------|
| Sean Crawl & Skip Mena | Dallas, TX ▶ | Finished |
| Jonathan Gerardo ▶ | Miami, FL ▶ | Finished |
| Wayne Hughes ▶ | Enterprise, AL ▶ | Finished |
| Kevin Nottingham ▶ | Vancouver, WA ▶ | Finished |
| Sean Queiroz ▶ | Marlboro, NJ ▶ | Finished |
| Jim Settles ▶ | Carter Lake, IA ▶ | Finished |
| Ty Stensell ▶ | Worland, WY ▶ | Finished |

■ OPERATION WOLF

| | | |
|------------|----------------|---------|
| Tim Ruhl ▶ | Pasadena, MD ▶ | 638,350 |
|------------|----------------|---------|

■ PAPERBOY

| | | |
|------------------|-----------------------|---------|
| Jim Foo ▶ | Armada, MI ▶ | 140,500 |
| Darren Spach ▶ | South Dartmouth, MA ▶ | 119,200 |
| Michael Supper ▶ | Port Jervis, FL ▶ | 63,400 |
| Mathew Burgess ▶ | Pittsburg, CA ▶ | 57,600 |

■ P.O.W.

| | | |
|------------------|--------------------|---------|
| Michael Botkin ▶ | Cary, NC ▶ | 252,800 |
| Jim Murray ▶ | Oroville, WA ▶ | 236,600 |
| Ben Harlan ▶ | Scottsdale, AZ ▶ | 231,100 |
| Shaun Mather ▶ | Vernon Hills, IL ▶ | 229,000 |

■ R.C. PRO-AM

| | | |
|-----------------|-------------------|---------|
| Rick Zagame ▶ | Cherry Hill, NJ ▶ | 423,457 |
| Clifford Chao ▶ | Monrovia, CA ▶ | 299,423 |

■ RAMPAGE

| | | |
|----------------------|-----------------------|-----------|
| Greg Stuart ▶ | Manhattan Beach, CA ▶ | 3,822,500 |
| Marshall Van Valen ▶ | Soyville, NY ▶ | 2,772,250 |
| David Palmer ▶ | League City, TX ▶ | 2,708,576 |

■ RIVER CITY RANSOM

| | | |
|--------------------------------|-----------------------------|----------|
| Jeff Caruso ▶ | Saint Louis, MO ▶ | Finished |
| Ben Gregorich & Dan Johnson ▶ | Knoxville, TN ▶ | Finished |
| James Davis & Neil Davito ▶ | Manchester, NH ▶ | Finished |
| Clinton Dukes ▶ | Grand Terrace, CA ▶ | Finished |
| Dan Foster ▶ | Brownfield, ME ▶ | Finished |
| Romer Updell & John Conwell ▶ | Stev. D'Amico, Delago, IL ▶ | Finished |
| David Macchio ▶ | Wayne, NJ ▶ | Finished |
| Ben McClanahan ▶ | Blue Springs, MO ▶ | Finished |
| Michael Robert & Dennis Huel ▶ | Madison, TN ▶ | Finished |
| Matthew Vira ▶ | Trumbull, CA ▶ | Finished |

■ ROBOCOP

| | | |
|---------------------|-----------------------|---------|
| Randy Rockefeller ▶ | Lititz, MI ▶ | 181,590 |
| Patrick McBride ▶ | Fort Lauderdale, FL ▶ | 124,832 |

■ ROBO WARRIOR

| | | |
|--------------------------------|---------------|-----------|
| Jeffrey Slegreen, Jr. ▶ | Midland, MI ▶ | 9,999,900 |
| John Wright & Ryan McCormick ▶ | Allegan, MI ▶ | 9,999,900 |

■ RUSH 'N ATTACK

| | | |
|----------------|-----------------|-----------|
| Frank Malloy ▶ | Riverside, CA ▶ | 3,256,200 |
|----------------|-----------------|-----------|

■ SEICROSS

| | | |
|-------------------|--------------------|-----------|
| James Leverette ▶ | West Warwick, RI ▶ | 9,999,950 |
| Jon Mattson ▶ | Rosau, MN ▶ | 9,999,900 |
| Nick Ramirez ▶ | Lafayette, CO ▶ | 9,999,900 |

■ SUPER MARIO BROS. 3

| | | |
|---------------------------|------------------------|-----------|
| Craig Robel ▶ | Stirling, NJ ▶ | 1,134,810 |
| Eric & Aeri Kropfleiter ▶ | Sterling Heights, MI ▶ | 858,550 |
| Jacob Sasson ▶ | Fairtown, NJ ▶ | 617,920 |

■ SUPER MARIO LAND (GAME BOY VERSION)

| | | |
|------------------|----------------|---------|
| Mark Cabanryan ▶ | Waukegan, IL ▶ | 840,920 |
| Brian Boyars ▶ | Matawan, NJ ▶ | 835,720 |

■ STAR SOLDIER

| | | |
|-----------------|----------------|---------|
| Nail Hastings ▶ | Hinsdale, IL ▶ | 807,900 |
|-----------------|----------------|---------|

■ STEALTH ATF

| | | |
|---------------------|-----------------|---------|
| Mark Sing ▶ | Chester, OH ▶ | 545,000 |
| Cameron Pinkerton ▶ | Harvest, AL ▶ | 319,000 |
| Gregory Kline ▶ | Meadville, PA ▶ | 300,800 |

■ TETRIS

| | | |
|--------------------|----------------------|---------|
| Daniel Hemminger ▶ | Metuchen, NJ ▶ | 258,160 |
| Jon Hobson ▶ | Grapeland, TX ▶ | 236,740 |
| Jason Reid ▶ | Montgomery, AL ▶ | 174,732 |
| Doug Brown ▶ | Essex, MA ▶ | 174,125 |
| Eather Hwang ▶ | Chester, NJ ▶ | 172,382 |
| Brett Benson ▶ | San Francisco, CA ▶ | 163,525 |
| Mike Cavani ▶ | New Orleans, LA ▶ | 153,952 |
| Allen Sugg ▶ | Wauson, OH ▶ | 140,884 |
| Jeremy Nyboer ▶ | Norcross, GA ▶ | 138,157 |
| J. J. Jones ▶ | Las Vegas, NV ▶ | 134,426 |
| Mark Skoloff ▶ | East Brunswick, NJ ▶ | 133,331 |
| A. D. Dunn ▶ | Riverside, CA ▶ | 125,035 |
| Michael Luongo ▶ | Howell, NJ ▶ | 121,152 |
| Jeff Toney ▶ | Tuscaloosa, AL ▶ | 116,892 |

■ TETRIS (GAME BOY VERSION)

| | | |
|-----------------|------------------|---------|
| Michael Paris ▶ | Fort Worth, TX ▶ | 127,446 |
|-----------------|------------------|---------|

■ TRACK & FIELD

| | | |
|---------------------|-----------------------|---------|
| Christopher Bucci ▶ | Eno, PA ▶ | 999,999 |
| Jody Fortson ▶ | China Grove, NC ▶ | 999,999 |
| Gaby LeClerc ▶ | Chicoutimi-Nord, PQ ▶ | 999,999 |

■ ZANAC

| | | |
|-------------|----------------|-----------|
| Luis Vega ▶ | Brooklyn, NY ▶ | 2,966,600 |
|-------------|----------------|-----------|



there's a film in it, so you don't miss a golden opportunity to document your potentially record breaking accomplishment.

We want to hear from as many of you as possible. So, warm up your thumbs, crack your knuckles, rub the sleep out of your eyeballs and get ready to score! Mail your photo, along with a note listing the game, your score, your name and address, to:

**NINTENDO POWER
NES ACHIEVERS
P.O. BOX 97033
REDMOND, WA
98073-9733**

TAKE YOUR BEST SHOT!!

Do you ever wonder how you stack up against other NES players on your favorite games? You can check it out right here in every issue. We'll print all the outstanding scores we receive from our readers. Would you like to see your score in the next issue?

First, we need evidence of your great achievement, so be sure to capture it on film. For best results,

use a 35 millimeter camera, turn off all of the lights in the room (make it nice and dark), and don't use a flash. Take a couple of shots, and send us the best one.

Some days do you just know you are going to be hot? Well, when you get that "ain't no stopping me" feeling, follow the Boy Scout motto and "Be Prepared." Get out the camera and make sure

THE NINTENDO POWER STRATEGY

NINJA 外伝 II GAIDEN

THE DARK SWORD
OF
CHAOS

THIS IS THE
ULTIMATE
CHALLENGE—

KNOWLEDGE—THE KEY TO

An ancient Chinese philosopher, Sun Tzu, once said, "If you know your enemy and you know yourself, you need not fear the outcome of a hundred battles." The *Ninja Gaiden II Strategy Guide* reveals everything you need to know about Ryu's Ninja techniques and the dark powers of his fearsome enemies.



A new skill Ryu has learned, the Body Splitting Power, takes the place of the mighty Jump And Slash technique.



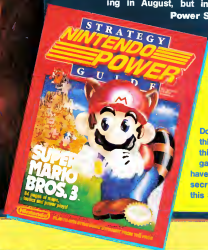
You'll find all the exciting cinema scenes recapped in the *Strategy Guide*.



Enemy behavior is broken down and analyzed, revealing weak points and giving you the edge in combat.

GUIDE SERIES CONTINUES...

Each Nintendo Power Strategy Guide goes to the heart of a game, locating and uncovering all of its hidden secrets in one comprehensive 84 page book, with game maps to help you find your way and warn of hidden dangers. Super tips to boost your score and your chances of survival. Secret techniques for collecting extra lives. These are but a few of the things you'll find not only in the Ninja Gaiden II Strategy Guide, coming in August, but in every Nintendo Power Strategy Guide.



SUPER MARIO BROS. 3

Don't miss out on this one! Even if you think you know the game, we bet you haven't found all the secrets revealed in this Strategy Guide.

VICTORY



The evil Kerberos Demon Dogs return, but you've beaten them before and you can do it again!



IF YOU DARE
CHALLENGE ME,
ASHTAR, YOU'LL
NEED ALL THE
HELP YOU CAN
GET!

VIDEO SHORTS



ADVENTURES IN THE MAGIC KINGDOM™ from CAPCOM

© The Walt Disney Company Produced by Capcom Co. Ltd./Capcom U.S.A., Inc.

Walt Disney's Magic Kingdom comes to the NES with an adventure through five of the park's biggest attractions and a test of Disney trivia. Mickey Mouse needs your help to unlock the Castle and find the Golden Key to the Gate before he can start the big parade. Your journey to retrieve the six Silver Keys to the Castle will take you through Autopia, Space Mountain, the Pirates of the Caribbean, the Haunted Mansion and Big Thunder Mountain Railroad. As you walk from one attraction to the next, you'll find the last Silver Key by answering questions about Disney characters and movies. The game includes a number of different activities which vary in difficulty. Some are basic, while others will take a lot of practice to master. Gear up for a challenging adventure and make your way to the Magic Kingdom.



Venture through the Magic Kingdom in search of the Silver Keys to the Castle.



Test your knowledge of Disney trivia.



Race through Autopia.



Find a Key in the Haunted Mansion





RAD RACER II™

from SQUARE

TM & © 1990 Square Co., Ltd.

Blast off for a turbo charged rally through eight cities, from Key West to San Francisco, in an updated version of the NES classic, Rad Racer. This new treatment features easy to control steering, two kinds of music (or just the sound of the engine if you prefer) and a zero to 255 mph Turbo Boost. You'll send your car sailing from a standstill to maximum speed in seconds with this nitro-packed

burst of pure energy. In each course you'll come across checkpoints that you must pass before your fuel supply runs dry. If you don't make it in time, the game will be over. You can get a second chance, though. When the title screen returns, just press and hold the A Button. Then press Start and you'll go back to the beginning of the most recently raced course!



Turbo Boost!



Race through a wide variety of courses from coast to coast.



MICHAEL ANDRETTI'S

WORLD G.P.™

from AMERICAN SAMMY

TM & © 1990 American Sammy Corp.

Michael Andretti knows Grand Prix racing. He and his famous father, Mario, have been on the circuit for years. Now he brings his knowledge of race car driving to the NES with Michael Andretti's World G.P. from American Sammy. Join in on the excitement with 16 courses and four different cars. The action is shown with a split screen which will allow you to watch two players racing simultaneously, or look at your position on a map of the course when you are racing against the clock. The

steering in this game is somewhat different from the steering in other racing games in that you must repeatedly press the Control Pad to rotate your car a few degrees at a time. This may ultimately give you more control but it does take some getting used to. One great feature is that Michael Andretti offers tips on each course. If you listen to his advice you'll know what to do at every turn before you take to the course and go for the trophy.





WIZARDRY™

from NEXOFT

© 1990 Andrew Greenberg, Inc. and Se-Tech Software, Inc.

Strictly for fans of PC style text adventures, Wizardry is a quest in the Dungeons & Dragons vein. Organize a party of adventurers and

make your way through the training grounds of the mad overworld. You can use already created characters or establish new ones with special

skills. Make a map as you move through the 3-D maze and gain experience with enemy encounters.



Enlist party members



Fight foes in the maze.



Gain experience and gold



ARKISTA'S RING™

from AMERICAN SAMMY

TM & © 1989 American Sammy Corp.

Explore 125 enemy packed stages in an action game geared for beginning players. Clear each stage of enemies using arrows

and Elven treasures. Then grab the key and open the door to the next stage. There are some tricky places, so it pays off to look for

hidden passages and to use the treasures wisely. Take your time and avoid enemy fire.



Clear out the enemies and grab the Key



The enemies come out in force in advanced stages



PINBALL QUEST™

from JALECO

TM and © 1990 Jaleco Ltd.

Play traditional pinball or go on a pinball adventure with this new game concept from Jaleco. Choose from three traditional pinball tables or select the unique RPG Mode. The silver ball bounces through a castle and knocks out enemies on a quest to

save a princess. You control the action of the ball through the flippers. Defeat monsters to increase your attack strength and collect gold to purchase stronger flippers

and extra abilities. It takes quick reflexes and fast thinking to succeed in your quest.



WALL STREET KID™

from SOFEL

© 1990 Sofel Corp.

Here's the dilemma. You have \$500,000 and in one month you must purchase a million dollar mansion to prove you're a success and inherit the family fortune. How are you going to come up with the other half million? Easy. Invest in the stock market! For a price you can get hot stock tips or learn about how the Stock Market works. Make sure that you read the

newspaper for stock reports, then use your computer to invest. Try to make good decisions when new

deals come up and use your time wisely.



HEAVY SHREDDIN'™

from ABSOLUTE

© 1990 Insigneering Inc.

Rip through runs on Poseur Peak, Scary Summit and Mount Mortified in a test of balance and control. Heavy Shreddin' is snowboarding action with three differ-

ent events. Begin with a downhill race against the clock. Then speed through the slalom where every gate must be negotiated for success. Finally, survive the obstacles

of the backwoods courses and your run will be complete. It'll take some practice to master the moves of the game but, with determination, you could be a snowboarding champ.



Race against the clock.



Get through the gates.



Survive the backwoods



BOULDER DASH™

© 1984, 1990 First Star Software, Inc.

© 1990 Victor Musical Industries, Inc.

© 1990 Data East Corporation

from JVC

Dig up the diamond mines and pick up precious gems in a race against the clock and menacing mine dwellers. If you're quick and careful you can dig around the jagged edges of the mine and really clean up. There are a lot of similarities to Dig Dug here, only, in this game, you don't have an air hose to inflate enemies if they get too close. You've got to rely on your own fast reflexes to dig yourself out of a jam!





BAD NEWS BASEBALL™

from **TECMO**

TM & © 1990 Tecmo, Ltd.

Bad News Baseball from Tecmo is an easy-to-understand baseball exercise with good play control. While regular play is somewhat basic in comparison to more advanced baseball games, something that does make this game unique are the super cinema

scenes that are shown during close plays and home runs. One or two players can choose from 12



Heading into 3rd base



teams in regular play or two super teams in the all-star mode.

He's out!



BATTLE CHESS™

from **DATA EAST**

© 1988 Interplay Productions Program © 1990 Data East USA, Inc.

Battle Chess takes traditional Chess one step closer to realistic combat. With each move, the pieces come to life and fight to gain ownership of the square. The piece that moves into the square will always win, but it is fun to watch the battle take place. If you

went to have less time between moves, you can change the board

to the classic chess set-up.



Move your piece to your opponent's square and watch the battle take place



JEOPARDY!™ 25TH ANNIVERSARY EDITION

© 1990 Jeopardy Productions Inc.
© 1990 J.E. Inc. Program and Audiovisual by RARE Ltd/Plara Com-It Inc.

from **GAMETEK**

Gametek presents a new treatment of this classic gameshow on the occasion of its quarter of a century anniversary. The format is exactly the same as Gametek's first Jeopardy! game, now with new categories, new questions (or answers in this case) and new contestants. Up to three can play and

there are three levels of difficulty.



PICTIONARY™

from **LJN**

© 1990 LJN Toys Ltd © 1990 Pictionary Incorporated

Here's a test of shape recognition and fast reflexes for the whole family. The object is to move your team's playing piece across the board. You'll earn a roll of the dice every time your team recognizes a shape that is drawn on the screen. Reveal shapes piece by piece or

draw them on the screen while the others guess the identity of the

object. The look and feel is similar to Nintendo's Anticipation.



Move the playing piece.



Identify the object.





SILKWORM™

from AMERICAN SAMMY

TM and © 1990 American Sammy Corp.

Choose from two different vehicles in a nine stage mission to take out the notorious MH-C2 computer. Pilot the G-Cobra Helicopter with twin cannons or drive the B-Panther Jeep with an adjustable machine gun. Two players can play at the same time with the jeep and helicopter or one player can

go on a solo mission with either vehicle. Each stage features a

confrontation with the MH-C2's super-charged robots.



Travel over land and air with two-player simultaneous action.




IMAGE FIGHT™

from IREM

© 1990 Irem Corp.

Blaze through five levels of frenzied battle against high-tech alien forces with a super charged fighter. The aliens are headed straight for Earth and only you can stop them. Pick up items to add to your ship's firepower and get blasting. The challenge is to master the use of special weapons and wipe out

surrounding fleets of enemies.




THE LAST STARFIGHTER™

from MINDSCAPE

Copyright © 1993 Universal/Lechner Joint Venture Program Copyright © 1993, 1996 Graftgold Ltd.

Soar over enemy spacecraft carriers and take out alien ships in a shoot 'em up inspired by the movie, The Last Starfighter. With variable speeds and the ability to change directions in an instant, your ship soars close to the carriers and lands once the enemies

are gone. Watch out for tall sections of the carriers and fast fleets

of enemies. This one is a real challenge from Stage One.




MECHANIZED ATTACK™

from SNK

© SNK Corp. of America 1990

This new military mission can be played with either the Zapper Light Gun or the Standard Controller. Traverse heavy combat areas in a first-person point-of-view battle. Give your shots carefully. Extra ammunition and grenades are always in short supply. You'll need

to be a steady shot with quick reflexes to get through the con-

stant barrage of enemy fire.



Take out the turrets.



Grab grenades and ammo.





Behind The Scenes At Lucasfilm

When Lucasfilm is mentioned most people think of Luke Skywalker or Indiana Jones, not Dr. Fred and Nurse Edna. But they will, now that Lucasfilm is creating games for the Nintendo Entertainment System.

Unless you're a fan of PC games, you might not know that Lucasfilm Games has been designing some of the finest and funniest computer software since 1982. It's all part of George Lucas' vision to build a multi-media family entertainment company producing films, games, theme park attractions, musical recordings, special effects and innovative educational programs. To help stimulate the creativity of Lucasfilm employees, he built the company headquarters at Skywalker Ranch in an isolated valley north of San Francisco. It seems that Star Wars and Raiders of the Lost Ark were just the beginning of an empire.

As you might expect, Lucasfilm Games' releases emphasize the importance of storytelling. Steve Arnold, Vice President in charge of the video game division, says that Lucasfilm Games tries to present positive and creative problem solving within the context of a



The Lucasfilm Games team works on Skywalker Ranch, built by George Lucas as a creative community devoted to fun of all kinds.

story. "We think that a game can be just as rich an entertainment environment as films or books, and that's what we try to achieve." Maniac Mansion, a PC hit since 1987 and now scheduled for release for the NES this Fall from Jaleco, is a great example. In fact the game has won many awards from PC publications and a TV show based on Maniac Mansion is now being planned.

But storytelling is only one side of the Lucasfilm Games equation. "My idea of the perfect game is one you can understand right from the start," says A.J. Redmer, head of the video games group. Pipe Dream from Bulletproof Software, a game A.J. helped create along

with Tetris designer Alexey Pazhitnov, puts that philosophy to work. It's simple enough to learn in minutes, but so complex that it could take months to master.

Now that Lucasfilm Games is developing software for the NES, some of their programming ideas are being revamped. "One of the main differences between the NES and PCs is that the NES can do certain things much faster," says Doug Crockford, who is producing the NES version of Maniac Mansion. They also added rich, multi-leveled sound and a great surprise ending for PC fans of the game.

With everyone dedicated to creating quality games and entertainment of all sorts at Skywalker, you can almost sense The Force in the air.



In Pipe Dream you build a continuous pipeline so the flow of sludge inside won't spill out.

SPEEDWAY

CELEBRITY PROFILE SPECIAL

Nintendo

Many recent NES racing games put you in the driver's seat with super realistic game play. To add to the credibility of these games, some companies have obtained endorsements from big name racers and have had these racers give input to their programmers. We decided to find out more about the pro racers behind these hot racing games.

Ivan "Ironman" Stewart

Whether he's racing on a radical off-road obstacle course, or blazing through a 250 mile non-stop desert race, Ivan "Ironman" Stewart really takes a pounding as he racks up racing wins. Ivan earned his nickname "Ironman" by winning punishing Baja races early in his career. He has had victories in many off-road races and numerous stadium events. With Team Toyota, he clinched the Manufacturers' Cup for the sixth consecutive year in 1988. At press time, he was leading in points for 1990. Ivan visits arcades often to check and see if they have Super Off Road. He and his son Craig, 21, often compete to see who can get the fastest lap time. "Super Off Road captures the feeling of off-road racing," says Ivan. "Super Off Road realistically captures the feeling of off-road racing." Ivan says. "The trucks slide, jump and bang into each other just like in a



real race. But you don't have to worry about all the safety regulations and truck specification rules involved with the sport; you can just concentrate on having fun!"

Bill Elliott



"Awesome Bill From Dawsonville," as he's known by fans, is one of the best drivers in stock car racing. Bill Elliott and the Mellinger Racing Team hold many NASCAR records, including: the fastest ever 500 mile race, the all-time stock car qualifying

speed record, the record for super-speedway wins in one year, and others. But not only is Bill a great racer, he is also a great humanitarian, working with the North Carolina Chapter Of United Cerebral Palsy.

Bill consults frequently with Konami on Bill Elliott's NASCAR Challenge, (being developed for the NES) and Bill Elliott's NASCAR Fast Tracks for Game Boy, in order to make the games super realistic. To analyze the driver's point of view, Konami attached cameras to Bill's car and had him race around a track.

AL UNSER JR.



Al Unser Jr. worked closely with Data East to come up with a winning game in Al Unser Jr.'s Turbo Racing. "In

this game, players make some of the same decisions that professional drivers do when they compete in a race," Al explained. "They select their pit crew, custom design their car and take on some of the world's most challenging race tracks." Al Jr. is himself a big Nin-



tendo fan, and often plays with his family, especially son Alfred Richard Unser, 8, or Mini-Al as he's affectionately known. Driving for Team Valvoline, Al has several Indy car race victories. Al Jr. also works for several good causes when he's not busy racing, including "People Who Know Say No To Drugs" and the American Coalition For Traffic Safety.

Michael Andretti



Michael Andretti, son of Mario Andretti, is coming into his own in the Indy Car circuit. He qualified for his

first Indy 500 in 1984 (at age 22) and finished fifth, earning Co-Rookie of the Year honors. Through 1989 he has won nine Indy Car victories! He also helped American Sammy on Michael Andretti's World GP, although he has little time to play the NES.

Nintendo

POWERFESTTM 1990



Participants show off their semifinalist caps in front of the Competition Stage.

The Nintendo World Championships have undergone a name change to show that there's much more to this travelling showcase of Nintendo mania than competition. Introducing Nintendo PowerFest 1990! Thousands of players have already participated, playing the hottest new games for the NES and Game Boy, talking to Nintendo Game Counselors in person and learning what the future holds for the NES. The Power Walk features new and upcoming games from 17 licensees including *Castlevania III* from Konami, *The Punisher* from LJN and many more. At the Super Stage, Game Counselors let players in on their most guarded game play secrets. There's also a magic show, a Power Pad demonstration presented by Reebok, the Nintendo Fruit Snacks Video Booth where participants can purchase a video of themselves dancing to a *Super Mario Bros.* rap and a lounge for parents to relax while the rest of the family sees the show.



Game Counselors answer questions in the Super Stage Show.



Fans talk with Game Counselor Ben Smith.



A familiar friend welcomes visitors to the Nintendo PowerFest 1990.

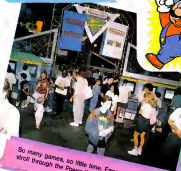


It's a fun time for everyone, playing and competing.



Nintendo

World Championships
1990



So many games, so little time. Esper players stroll through the Power Walk.

Some Nintendo PowerFest 1990 attendees participate in the Nintendo World Championships, which are staged at the show. Competitors have six minutes to collect 50 coins in Super Mario Bros., complete the first track in Rad Racer and get as many points playing Tetris as they can in the remaining time. Three finalists from each city are invited to the national Nintendo World Championships in Orlando, Florida which will be held in December. Check your local newspaper to see if the Nintendo PowerFest is coming your way or call 1-900-HOT-4NWC (1-900-468-4692) for information. A charge of 50 cents per minute will be added to your phone bill, so make sure you have permission from whoever's paying the bill.



Participants zip through Rad Racer on the Competition Stage.

PAK WATCH



A LOOK INTO THE FUTURE OF NES GAME PAKS!!

All the Summer and Fall releases we've been finding out about have really kept us Pak Watchers busy. In addition to all the great NES games, we've also noticed many exciting recent developments in other areas of video entertainment that we thought we'd let you in on. For a real insider's look at what's in the future for your NES, read on...



CAPCOM HAS AN ACTION-PACKED LINEUP!

The ever popular Capcom continues to crank out the

NES hits! Their Fall lineup provides action for players of all ages.

STREET FIGHTER 2010: THE FINAL FIGHT

Fans of the arcade hit should look out for the NES sequel, *Street Fighter 2010: The Final Fight*. This SF martial arts game tells the story of Ken's revenge. But the real action isn't in the story, it's in the play. Right from the start Ken is in deep trouble with robots and hungry piranha. Your ability to flip, spin, leap, and even fire downward is your advantage over the aliens.



LITTLE NEMO THE DREAM MASTER

Little Nemo searches a dreamworld for his playmate, the Princess of Slumberland. But to get through Slumberland requires some special moves and a generous nature. For instance, if Nemo feeds candy to his furry friends, they'll share their special abilities with him. It's no surprise that Nemo doesn't want to wake up. You won't, either.



DESTINY OF AN EMPEROR

This Role Playing Game set in ancient China, combines some of the game play mechanics of *Dragon Warrior* with a historical strategy theme like *Nobunaga's Ambition*. Three warrior generals and their armies set out to defeat the forces of the Yellow Scarves, which are terrorizing the entire country. As they travel through China, they will find followers, battle bandits and equip their armies with better weaponry. A long playing game, even at its quickest it takes many hours to complete.



Just Around The Corner

SOLAR JETMAN PAK WATCH

Nintendo licensee

companies seem to snap up games designed by Brit developers Rare as quickly as they can. And for good reason: Rare has developed such hits as R.C. Pro-Am, Wizards And Warriors and IronSword, to name a few. Tradewest knows a great thing when they see it, and are bringing Rare's latest marvel, Solar Jetman, to the U.S. In Solar Jetman, you control an exploratory capsule sent to scout the planets in search of gems, fuel and

parts for the Golden Warpship. Many of these planets have extremely strong gravitational fields, so your small exploratory capsule must fight not only each planet's defenses, but also the unceasing pull of their gravity. Fortunately, you can upgrade your ship with more powerful engines and weapons using the gems you collect.



Long time arcade players will recognize some elements of Solar Jetman as being similar to the classic Graviton. Solar Jetman's unique (among NES games) play control and game concept bring it high marks from us here at Nintendo Power!

Just Around The Corner

FROM BANDAI

"Calling Dick Tracy! Calling Dick Tracy!" "I'm on my way—to the NES!" Comics' most famous police detective is speeding his way from the page (and the silver screen) to the small screen courtesy of your NES. What's the rush? Big Boy Caprice has started a gigantic crime wave, but Tracy doesn't have the evidence to put him away. That search for clues takes Tracy into danger and intrigue, which you follow in the cinema scenes. A nice touch is that

you can review old clues in these cinema scenes. Dick Tracy's action game play reminded us of Who Framed Roger Rabbit? without the Toons.

Frankenstein's Monster rises from the grave in Frankenstein The Monster Returns from Bandai.



There's cinematic drama in the story screens and Castlevania-like action in the play. The classic elements of horror abound: surprise, danger, and reanimated matter running amok!

Aradia, who developed and programmed many games for personal computers, coin-op machines and other Nintendo licensees, is entering the NES arena with two titles based on hot characters. We already told you about Spot in our New Games section. Silver Surfer, which is scheduled to appear before the year's end, follows the cosmic adventures of the fan favorites from Marvel Comics. Galactus, Fire Lord, other allies and adversaries of the Surfer make appearances in the game's 14 levels that feature left to right and top/down scrolling plus cinema scenes to tell the game's story.



(Silver Surfer) Marvel Comics Group

Taito is working on the NES version of Indiana Jones And The Last Crusade with Lucasfilm Games, the people who programmed the PC version. If it plays anything like the movie, it should make for non-stop excitement!



GOSSIP

Just Around The Corner

WHEELS WHEELS WHEELS

Capitalizing on America's love of speed and imbalance, Electronic Arts and Ultra are planning games that feature skateboarding and roller derby action. The programmers of the original Skate Or Die, Electronic Arts, are working hard on Skate Or Die 2: The Search For Double Trouble. Like the original, Skate Or Die 2 encompasses a wide variety of skating environments and situations, but instead of centering on a skate shop, the different skating

tasks are linked by a tongue-in-cheek (but all too realistic) story



about the banning of skateboarding. The game is powered by a driving rock soundtrack. In Roller-games from Ultra, which may be described as Double Dragon on roller skates, the rough teams on the roller derby circuit have kidnapped the owner of Rollergames, a roller derby track. As a member of the T-Birds, Hot Flash or Rockers, it's up to you to rescue him. You'll skate through the urban jungle, facing other warriors wheels as well as difficult jumps and rolling obstacles.



ACME COIN-OP SHOW

Although we like to concentrate on NES games in Nintendo Power, we still keep close tabs on the arcades. After all, many arcade games make their way to the NES, and Nintendo has a commercial division that markets the PlayChoice video game juke box. Speaking of the PlayChoice, you can expect to see some hot new games on this machine before they hit the NES. The newest arrivals are Ninja Gai-



den II, Rescue Rangers and Captain Skyhawk. And if you can't find Super Mario Bros. 3, chances are you haven't looked at your neighborhood PlayChoice. One of the biggest trade shows for the coin operated video game industry, ACME, was held in Chicago March 9-11. Plenty of hot new arcade machines were shown, including many we thought would make

excellent NES games. We haven't heard of any plans on these, but here are a few we'd like to see for the NES (hint, hint): Aliens from Konami, Merc and Buster Bros. from Capcom, Big Run from Jaleco, Toki from Fatcat and Dragon Breed from Irem. It's no coincidence that the top coin operated developers are also creating hits for the NES. Another interesting device rolling out at the ACME show was a pinball machine from Data East in which the player activates the flippers with his brainwaves, which are transmitted to the game by special headgear!

GOSSIP



History tells us that the Olympic games originated in ancient Greece, but according to new findings by Data East, the games go back a lot farther than that—to the Stone Age! Of course, the actual events have changed radically since the Neanderthal's time, and we no longer see such sports as Mate Tossing, Clubbing and the Dinosaur Vault. But you will be able to participate in these in Cave-man Ugh-lympics, a humorous twist on the stadium events theme.

UPDATE



The World Class Service Program we told you about last issue has really gotten off the ground, and Nintendo's goal is to have service centers conveniently located in every state. If you would like more information on getting your NES serviced at an official World Class Service Center in your local area, please call Nintendo Consumer Service at 1-800-255-3700.

GOSSIP GALORE

We heard about these on the grapevine—most are still a ways off, but probably sooner than you think.

G.I. JOE

One of the most popular toy action figures of all time, G.I. Joe will soon star in an NES game. Currently in the programming stage, Taxan is working on a G.I. Joe game for the NES and Game Boy. The NES version will feature a three megabit configuration. The game will have many adventures, several difficulty levels, multiple endings and a password capability.

KICKLE CUBICLE

You have to like the name of this puzzle action game from Irem. With its whimsical setting, fairy tale characters and perplexing game play, it should appeal to aficionados of games like The Adventures Of Lolo. Although it starts out easy, wait until you reach Toy Land!



THUNDERBIRDS

Activision's Thunderbirds game which we mentioned a few issues back is off and flying and looks good. Here's a screen shot:



U-FORCE POWER GAMES

The first Game Pak designed exclusively for use with the U-Force includes Power Field B-Ball (a one-on-one basketball game), Rock On Air (a "air band" music synthesizer), Nuclear Rat Attack (a space setting action game) and Hose 'Em Down (a fireman rescue game with a humorous "keystone cops" feel).

NINTENDO

Nintendo has many hot projects in the works, including two set in modern times, SimCity, a PC style resource management and role playing game, as well as another puzzle game, Dr. Mario, that is as addicting as Tetris. We'll let you know more in future issues.

LOOPZ

What would you get if you crossed Tetris with Pipe Dream? Loopz from Mindscape, that's what. Faced with relentlessly appearing block segments of different sizes and shapes, you must arrange them on a grid into loops, or closed shapes. You have only a limited time to place each piece—if you take too long, you'll "miss" and you only get three misses. This one could be another habit forming mind game!



TIME LORD

Milton Bradley is bringing out this time hopping action jaunt, programmed by Rare. Travel through the centuries, from Medieval times to the Wild West, to collect the orbs you need to save the world in the year 2999.

PAK WATCH

■ NES PLANNER ■

JULY

Barbaric Bill's Trick Shooting
Bottle Chase
Baptist
Cabal
Circus Caper
Dungeon Magic
Dusty Diamond's All-Star Softball
Flot Fantasy
Ghane's Island
Heavy Straddle
Mad Max
Maziac: Impossible
NARC
Nightmare On Elm Street
Rally Bike
Shining The Rider
Snake Rattle 'n' Roll
Super Off Road

AUGUST

Pictionary
Punch-Out!

SEPTEMBER

Disk Tron
NES Play Action Football
Swords And Serpents
Total Recall

FUTURE

Castlewars II: Oracle's Curse
Caveman Ughlympics
Dr. Mario
Frankenstein: The Monster Returns
Geordie II
The Rude Runny Birthday Blowout
Kickle Cubicle
Little Nemo The Dream Master
Loopz
Mario Mania
Pipe Dream
Power Blazer
RollerGames
The Simpsons
Solar Jetman
Spart
Street Fighter 2010: The Final Fight
Teenage Mutant Ninja Turtles—The Arcade Game
Thunderbirds
Time Lord
U-Force Power Games
Wurm

GAMETEK

Gametek is planning to add other hit TV game shows to their NES lineup. This fall, look for Concentration and Family Feud. A little further off is talking Super Password, featuring new digitized audio technology with an unlimited vocabulary of speech and sound.

Back Issues Available Now!

It's still not too late to order 1 or more of 12 classics packed full of in-depth game reviews, tips and tricks. To get your back issues, fill out the order form on page 2.



May/June Issue '89

Review highlights include Teenage Mutant Ninja Turtles, Ninja Gaiden, Bayou Billy, Cobra Triangle, Life Force, Mega Men II, Dragon Warrior, plus foldout Mega Men II poster and Life Force maps.



July/Aug Issue '89

Review highlights include Mega Men II, Dragon Warrior, Raxxard, Strider, RoboCop, Duck Tales, IronSword plus Super Mario Bros. 2 Bonus Tip Book (Part 1)



Sep/Oct Issue '89

Review highlights include Duck Tales, Game Boy, Dragon Warrior, Hoops, Fester's Quest, Roger Rabbit, Willow, River City Ransom, and Super Mario Bros. 2 Tip Book (Part 2).



Nov/Dec Issue '89

Review highlights include Tetris, RoboCop, Willow, IronSword, Super Off Road, Shadowgate, A Boy and His Blob, 720, Guardian Legend, plus Dragon Warrior Strategy Guide



Jan/Feb Issue '90

Review highlights include Batman, Shadowgate, Willow, Double Dragon II, Super Spike V'Ball, Clash at Demonhead and River City Ransom, plus The Making of Super Mario Bros. 3, and Adventure in Tetris World Tip Book.



Mar/Apr Issue '90

Review highlights include Super Mario Bros. 3, Silent Service, Pinbot, 720*, A Boy & His Blob, Wrath of the Black Manta, and Asyanax plus Pak Source, the complete Nintendo Game Pak directory guide



May/June Issue '90

Review highlights include Final Fantasy, Super C, Code Name: Viper, Bursi Fighter, Dinowerz, plus foldout Final Fantasy map and Classified Information Tip Book.



July/Aug Issue '88

Review highlights include Super Mario Bros. 2, Double Dragon, Contra, Wheel of Fortune, Jeopardy, plus foldout map of Zelda's second quest.



Sep/Oct Issue '88

Review highlights include Castlevania II-Simon's Quest, Blonko Commando, Super Mario Bros. 2, Life Force, Renegade, R.C. Pro-Am, Golgo 13, Blaster Master, plus foldout map of Simon's Quest



Nov/Dec Issue '88

Review highlights include Track & Field II, Blaster Master, Anticipation, Blades of Steel, Cobra Command, Racket Attack, Mickey Mousecapade, plus foldout Blaster Master poster.



Jan/Feb Issue '89

Review highlights include Zelda II-The Adventure of Link, Skate or Die, Wrestlemania, Sesame Street 1-2-3, Marble Madness, Operation Wolf, Metal Gear, plus Skate or Die foldout poster



Mar/Apr Issue '89

Review Highlights include Ninja Gaiden, Teenage Mutant Ninja Turtles, Hudson's Adventure Island, Strider, Cobra Triangle, Bayou Billy, plus Strider poster and The Complete NES Game Pak Directory.

NINJA GAIDEN II: THE DARK SWORD OF CHAOS

In August, the secrets of the Ninja will be revealed as never before in our powerful *Ninja Gaiden II* Strategy Guide. Those of you who haven't been initiated into the Ninja's Inner Circle, prepare yourselves...



In the September/October Issue, look for these highlights:

MISSION: IMPOSSIBLE

Your mission, if you choose to accept it, is to make sure you don't miss our top secret review on this game in the next issue of *Nintendo Power*. If you don't read this review and fail in your mission, we will deny all responsibility for your game play.



MANIAC MANSION

Are Nurse Edna and Dr. Fred creeping you out? Are you dazed and confused in the rooms and passages of Maniac Mansion? Check out our review for some manic relief.



FINAL FANTASY TREASURE QUEST'S FINAL INSTALLMENT



This is it! The final questions you'll need to answer to be eligible to win the Final Fantasy Treasure Quest. You'll have to be a real master of the game to find the answers to these toughies.

PLUS—Our regular round up of radical readings!

Dear Readers—

With this issue, we've reached another *Nintendo Power* milestone—two complete years of publication! It seems like we've spent a million hours working on the magazine, but every minute was worth it! Now would be a good time to make sure you have the entire collection of *Nintendo Power*. We're getting low on some of our key back issues—the ones that are sure to be collector's items.

Speaking of collector's items, I hope everyone had a chance to pick up our first *Nintendo Power* Strategy Guide. Let us know how much you liked it, or if you have any suggestions for future guides. We want to make our Strategy Guides as fun and informative as possible! Don't miss the *Ninja Gaiden II* Strategy Guide that's coming your way next month. It might be even more exciting than the game! By the end of the year, we should have over 400 titles for the NES and close to 60 for Game Boy! We'll let you know more about any additional Fall releases announced at the CES next issue. Meanwhile, you can see some of the future games that we'll see at the show at the Nintendo PowerFest when it hits your town. Check it out!

That's All (For Now) Folks—Howard

PLAYER'S PO

Nintendo

POWERFEST 1990™

SUPER
MARIO
BROS.



GRAND
PRIZE

Win a trip for four to the NWC Finals
in December!

—Nintendo will fly you and three guests from your hometown to the biggest event of the year—the NWC finals in Orlando, Florida. You'll get to see the televised finals and meet NWC winners and NES fans from all over the country!

—The Grand Prize winner will also take home a one-of-a-kind gold plated NWC game cartridge featuring Super Mario Bros., Rad Racer and Tetris—the same program used in the NWC.

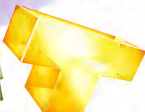
—Included with the Grand Prize is a Nintendo paid excursion to see the various tourist attractions in and around Orlando.



RAD
RACER



LL CONTEST



SECOND PRIZE

25 Winter

SECOND PRIZE

—Second prize winners will get an exclusive NWC game cartridge featuring Super Mario Bros., Rad Racer and Tetris. These carts are just like those used in the NWC! With one of these, you can form your own neighborhood competitions and prove you're the best Nintendo player around!



THIRD PRIZE

5.4. **Modeling**

THIRD PRIZE
—Fifty third place winners will be the first to own one of our new reader designed Nintendo Power Shirts! These great shirts aren't available in any stores, but only through the Player's Poll!



NINTENDO POWER AWARD '89 WINNERS

| LAST NAME | FIRST NAME | CITY | STATE |
|-------------|------------|------------------|-------|
| Alamoudi | Jason | Corpus | TX |
| Anderson | Jason | Nashville | IN |
| Boyer | Aimee | Lafayette | LA |
| Clonch | Bethie | Waycross | GA |
| DiGiovanni | Shawn | Orlando | FL |
| Felix | Joel | Minutoli | AR |
| Groves | Dwight | Chardon | PA |
| Hennies | Orley | N. Dartmouth | MA |
| Kelms | Chris | Zanesville | OH |
| Klaggeberry | Lisa | Atlanta | GA |
| Koch | Karla | Grove City | OH |
| Koscoed | Gwend | Providence | RI |
| LeGarde | Eric | Saginaw | MI |
| Montgomery | Matt | Greenville | SC |
| McGee | John | Brussels | NY |
| Melo | Bernadette | Minneapolis | MI |
| Moxley | Stefl | State College | PA |
| Proffers | Joseph | Albany | GA |
| Osborn | Lawrence | S. San Francisco | CA |
| Ritter | Bruce | Albion | PA |
| Saba | Ree | Rockford | IL |
| Stok | Daniel | Louisiana | LA |
| Sparks | Matthew | Tulsa | OK |
| White | Jeff | Denver | CO |
| Wong | Winston | San Mateo | CA |

OFFICIAL CONTEST RULES
(No Purchase Necessary)

To enter, just fill out the Reader's Poll response card. Or, print your name and address on a plain, 3x5 piece of paper and seal it to:

NINTENDO POWER PLAYER'S POLL
P. 808 5762

Berkeley, CA 94703-6180
One entry per person, please. All entries must be postmarked no later than August 15, 1989.
No responsibility is assumed for lost, stolen, or damaged entries. Winners will be selected in a random drawing held at the discretion of the sponsor, on or about August 30, 1989. Winner will be notified by mail. By acceptance of their prize, winners consent to the use of their name, photographs, and other likeness for the purpose of promoting the contest on behalf of "Nintendopower" magazine and Nintendo of America Inc. without further compensation. Chances of winning are determined by number of entries received. Limit one prize per winner. No cash substitution if prize is permitted. All prizes will be awarded. A list of winners will be available after September 18, 1989 by sending a self-addressed stamped envelope to the address listed above. MINORITARIAN PRIZES: The Nintendopower/MSDR Nintendo will arrange air travel and hotel accommodations for the Grand Prize winner and three guests if the winner is under 18. They must be accompanied by a parent or guardian. Any prize requests must be written on separate paper and provided with a parental consent and release. This contest is day/night occasion, scheduled for the fall of 1989, is subject to final determination of dates by Nintendo, and its accommodation and where it may be held are subject to change. Contest not open to sponsors, exhibitors, vendors, staff, their athletes, associates or their immediate families. This contest will be Canada and elsewhere where prohibited by law. This contest is not regulated by federal, state and local laws or regulations.

Nintendo of America, Inc.
P.O. Box 97033
Redmond, WA 98073-9733



GO FOR THE FUN OF IT!

Nintendo
POWERFEST 1990

Over a quarter of a million fans in 15 cities have hit the Nintendo Powerfest 1990. Now it's heading your way. Preview future hit games on the Power Walk. Get top-secret tips from Nintendo Game Counselors. Meet Mario. Meet Luigi. Play to win a trip to the Nintendo World Championship Finals at Universal Studios — Orlando. It's huge. It's hot. It's coming to San Francisco, Los Angeles, San Diego, Kansas City, Denver, Miami, Atlanta, and other cities. Call 1-900-468-4692, or check Nintendo Power magazine to find out when the action hits your town!



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